COMPUTER AN VIDEO GAMES

JULY 1995
ISSUE NO 164

9 770261 369062 07

68.00 ASCH DM 12.50 S$ 13.50 $5.95 7000 L

KILLER INSTINCT ON SNES!

ONLY £2.25

EXCLUSIVE

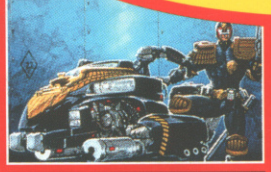
Bloody Hell!
It's as good as the coin-op – and we've got the pics to prove it!

STREETFIGHTER – THE MOVIE
First coin-op review!

INVASION USA
All the games from the world's biggest software show!

JUMPING FLASH!
Is this PlayStation game the most impressive ever?

GIGANTIC 18 page tips section inside!



100% INDEPENDENT

JUDGE DREDD – Nice flick, but what about the game? P78

RISE OF THE TRIAD – More violent than Doom? P74

EVERY MAJOR GAME REVIEWED AND RATED

GUNNER'S HEAVEN – Gunstar Heroes for the PSX P18

You can get to level 26. But can you get to San Francisco?

Fancy a trip to the final of the **WORLD GAMES CHAMPIONSHIPS** in San Francisco? For the second year running, you frenetic finger-freaks can register at any **BLOCKBUSTER** Video Store from June 1 to take part in the in-store knockout rounds. You'll tackle Sega NBA Jam Tournament Edition and Nintendo Donkey Kong Country. So if you think your digits can do the do, register now, and you could jiggle your joystick all the way to San Francisco.

the entertainment team

Nintendo SEGA

Acclaim entertainment, inc.

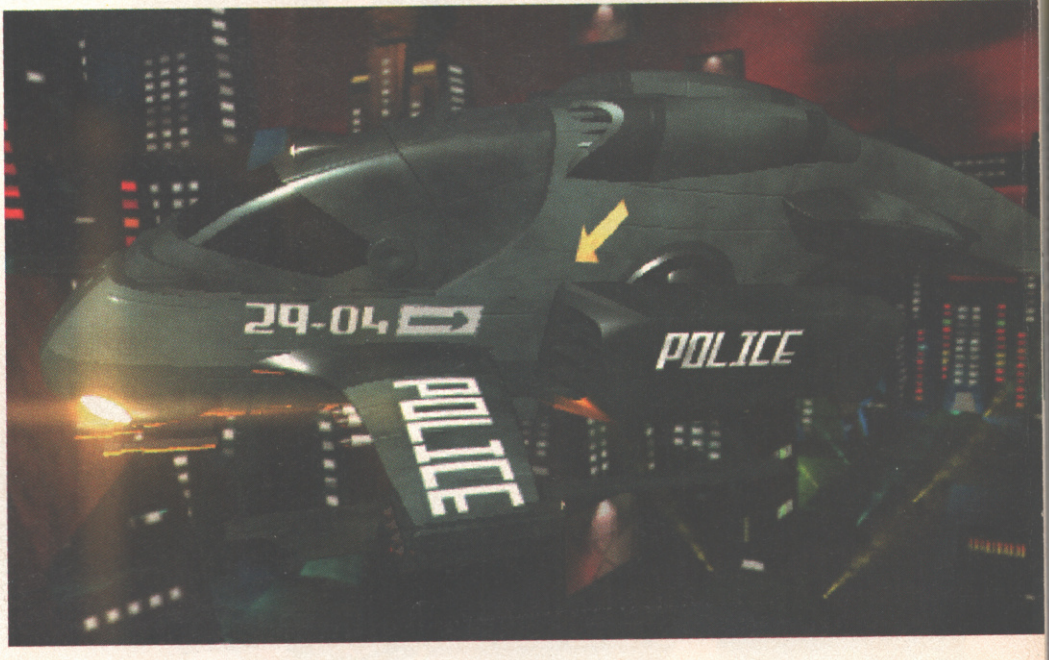
BLOCKBUSTER VIDEO

BLOCKBUSTER WORLD VIDEO GAME CHAMPIONSHIP II

Excludes Blockbuster Video Stores in Portsmouth and surrounding areas.

STARING THE FUTURE IN THE FACE

The future isn't what it used to be. It's now a cold-edged 100,000 polygons-per-second reality. As the race to dominate the 32-bit really kicks off, we bring you a full report from what's possibly the most significant videogame show in years. Already things are starting to happen and it's this magazine that's going to keep you informed with the most comprehensive games coverage offered by any games title ever.



● IMAGES TAKEN FROM PSGYNOSIS' FORTHCOMING PLAYSTATION TITLE G POLICE, DUE FOR RELEASE THIS SEPTMEBER

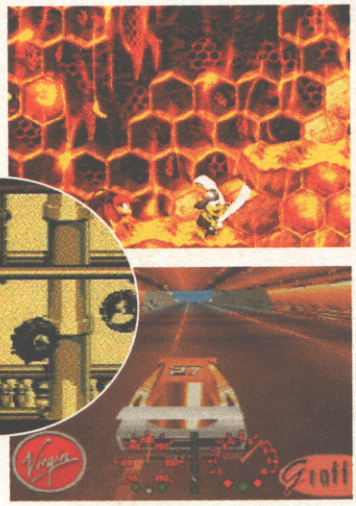
COMPUTER AND VIDEO GAMES

EDITOR:
MARK 'Suicidal' PATTERSON
DEPUTY EDITOR
GARY 'Captain Comedy' LORD
ART EDITOR
JULIE HEAP
DEPUTY ART EDITOR
PETREA 'Aussie Reject' DOYLE
REVIEWS EDITOR
RAD 'Deaf' AUTOMATIC
FEATURES EDITOR
SIMON 'Def' CLAYS
CONTRIBUTERS
GABINO STERGIDES
MATT BROUGHTON
RIK SKEWS
MARTING KLIMES
PHIL DAWSON
RIK HENDERSON
BOOK ILLUSTRATION
SEBASTIAN QUIGLEY
THANKS TO SIMON FARMER AT RARE FOR THE COVER ART
Editorial and advertising enquiries:
0171-972 6700
Gothic fax
0171-972 6701
Subscription and Back Issues enquiries (9.30–5.30 Mon–Fri):
01858 468888
CVG Headquarters: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
ADVERTISING MANAGER
Julie McCarron
ADVERTISING EXECUTIVE
Marianna Masters
PRODUCTION: Tina Gynn
OVERWORKED SYSTEMS MANAGER:
Sarah-Jane Leavey
BASEMENT BOY AND REPRO CHIMP:
Nick 'friend of Big Ears' Claridge
PRODUCT MANAGER IN CHARGE OF RUNNING AWAY:
Nichola 'sodding-off' Bentley
PUBLISHING DIRECTOR"
Graham 'my fist, your face' Taylor
SUBSCRIPTION ENQUIRIES:
CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire LE16 9ES TEL: 01858 468888 RATES (includes postage and packing): 12 ISSUES UK: £34.00, AIRMAIL EUROPE: £52.00, AIRMAIL REST OF WORLD ZONE 1: £75.00, AIRMAIL REST OF WORLD ZONE 2: £89.00, REST OF WORLD SURFACE: £48.00, BFPO: £34.00, EIRE: £52.00
PRINTED IN THE UK BY: St Ives, Peterborough
DISTRIBUTED BY: Frontline
(c) COPYRIGHT: Computer and Video Games 1994/5
ISSN NO: 0261-3597
DISCLAIMER: Although we take great care to ensure the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur. Hey, we're only human. Well, some of us are.

E3 SPECIAL

Was this the landmark videogames entertainment show promised? Was the Ultra 64 on show? Why did Sega launch the Saturn early? All this and a hell of a lot more in our extended E3 news coverage.

– page 6



REGULARS

6 News
Find out exactly what went on behind the scenes of E3 – the most significant video games show this year!

32 In The Bag
So what's really getting up your collective reader-type noses at the mo? And hey, don't you think Daryl Still's come in for enough of a stuffing already?

88 Videodrome
All the news and reviews of what's hot, happening and about to happen in the sometimes wacky world of arcades.

92 Tips
18 pages packed with play guides and cheats for the biggest games around on all formats.

106 Help
Got a techie-type problem? Here's where we put our thinking fez on and come up with the solution.

112 Out Now
Re-reviews of recently released titles.

114 Next Month
Computer and Video games tactfully skirts around telling you what's in the next issue. Except for the 100% proof facts. Of course...

conten

JULY 1995 • ISSUE 164

See it and weep. E3 may have been a showcase for 32-bit, but it was the SNES that stole the show. Killer Instinct is yet another milestone from Nintendo. Check out the first shots here.

– page 13

GET THAT KILLER INSTINCT!

25 MILLION READERS SINCE 1982...

REVIEWS

18 Gunner's Heaven – PlayStation

22 Virtual Hydlide – Saturn

EVERY MAJOR GAME REVIEWED AND RATED

54 Star Trek:TNG – PC CD-ROM

56 Fatal Fury 3 – Neo Geo CD

58 Prisoner Of Ice – PC CD-ROM

60 Putty Squad – SNES

60 Samurai Shodown – Mega-CD

62 X-Fighter – Amiga

63 Animaniacs – Game Boy

64 Fever Pitch – Mega Drive

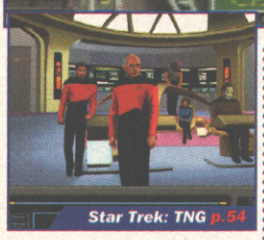
66 Virocop – Amiga

68 Stellar Assault – 32X

26 Astal – Saturn

28 Jumping Flash –PlayStation

52 Streetfighter The Movie – Coin-op



70 Hoverstrike – Jaguar

72 Ultimate Soccer Manager – PC

73 Indiana Jones – Mega Drive

74 Rise Of The Triad – PC CD-ROM

77 Fatal Fury Special – Mega CD

78 Judge Dredd – Mega

Drive/SNES/Game Boy/Game Gear

81 Dungeon Master – Mega CD

83 Golf – SNES

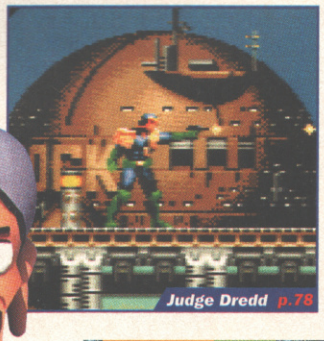
84 Syndicate – CD32

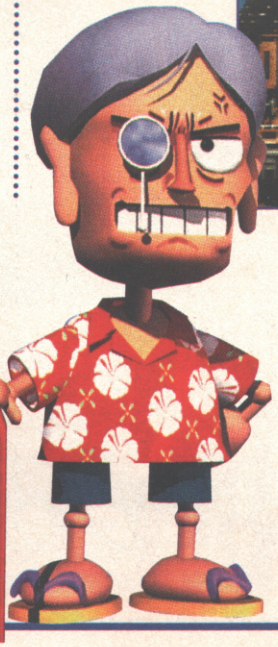
85 Pyrotechnica – PC

86 Flashback – 3DO

85 Pyrotechnica – PC

87 High Seas Trader – Amiga/PC





WORK IN PROGRESS

24 Bug – Saturn

34 FX Fighter – PC

36 Air Power – PC

38 Realm Of The Haunting

– PC

38 Normality Inc – PC

38 Loaded – PlayStation

41 Ultra Vortex – Jaguar

42 Actua Soccer – PC

44 Fatal Racing – PC CD-ROM

45 Comic Zone – Mega Drive

46 Sampras '96 – Mega Drive

47 Parasite – PlayStation

48 Earthworm Jim – GB/GG

49 Spirou – Mega Drive

connected E3

After the relatively disappointing Winter CES show, the whole video games industry was fully geared up and ready to rock at the Electronic Entertainment Expo in sunny Los Angeles, or E3 to us bods who can't handle long phrases when we're jetlagged. Naturally, we were there. It's not all work, work, work you know...

There's no doubt that the E3 show was a resounding success, with over 40,000 visitors over the three days – there's even talk of a European version to be staged in London. However, while it was a chance for companies to showcase, as much as anything, their new technology developments, 16-bit was still the prevailing force. However, this looks like being the last charge for the old warhorses – expect them to be the minority next time around.

ULTRA SLIPS AGAIN

So do you want the good news or the bad? The bad? Well, you little gluttons for punishment, you, read on. But don't blame us if it makes you cry though...

OK, so the bad news. Nintendo have announced further delays to their cartridge-based Ultra 64 games system. The proposed release dates are December 1 in Japan and April for the USA and UK although it could slip further into the year. What's going on? Don't Nintendo love us any more?

But on a slightly more positive note Nintendo have confirmed that the Ultra 64 chip itself is designed, prototyped, tested and ready to be produced. Along with that they have also unveiled a preliminary design for the machine which can only be described as being 'very Nintendo'. Aside from that though, they confirmed that they're still on-course for meeting their much-touted $249 price tag, and from their bullishness at E3, nobody doubts that they'll succeed.

The software line-up still remains unchanged, with yet more third-party developers shelling out the rumoured $250,000 for the full development kit. One thing has changed though, with Killer Instinct coming to the SNES, Rare are already crashing their way through the sequel, which could well be out in the arcades at the same time as the machine is launched in Japan.

SATURN LAUNCHED!

Sega, in a fit of total marketing genius, surprised the entire American public – along with most of the stores, by releasing the Saturn on May 11 without telling anyone. A rumoured 30,000 machines were available in the first week with another 100,000 allegedly following by the end of the month.

Whether or not this was a panic measure to steal the limelight from Sony couldn't be confirmed, but one rumour flying around was that a Sega Exec was quoted as saying the average price-tag of $399 was too low and it could even increase by the end of the year. What with the Yen being so strong at the moment, it doesn't bode well for the potential UK price.

As for the machine's release date in Britain, Sega are aiming to launch their 32-bitter on September 9 – which they've labelled Saturnday. Comedy may not be on the cards, but gamstrels everywhere at least know how long they've got to save up for now.

But as for the software – talk about low-key! Considering the Saturn had just been launched, it accounted for only about 10% of Sega's stand – and to top that there was only one new title!

The one shining light which almost made up for the poor showing came in the form of the Saturn version of Virtua Cop. Without beating about the bush too much – it's flippin' ace! Everything about the game is a spot-on conversion from the original arcade game. It runs at the same speed, the frame-rate's just as smooth and all the sounds are ripped straight from the coin-op.

The only sore point is the lack of a UK release date, but the compensating factor is that Sega are also producing light guns which will work with the game. Aside from that the only other 'treat' on show was the single-character Virtua Fighter 2 demo which features Pai going through her paces. It's impressively fast and spot-on to the coin-op, but we'll be convinced when we see it running with a full background, another character, music, sound effects, game logic...

Finally, not that we're ones to gossip, but a little birdy whispered in our ear that, allegedly, Sega Of America have given up on the 32X. This is only a rumour, so don't read anything into it if you don't want to.

BURN:CYCLE FOR SATURN

Philips much-acclaimed, and highly excellent futuristic adventure Burn:Cycle is due to hit the Saturn later this year.

The game, which received a huge score when we reviewed the CD-i version is one of the most innovative CD-based adventures to surface in a long time. Currently it stands as one of the best-selling CD-i titles, and who's to say it won't have similar success on the Saturn when it appears again at the end of the year?

ACCLAIM GEAR UP FOR SUMMER

The Acclaim bandwagon continues to roll on undaunted by the loss of Mortal Kombat 3. In fact they're spreading their corporate wings to cover almost every format you can think of.

BATMAN FOREVER

The game was still in the very early stages of development when we featured it last issue, but it's come a long way since then. Most of the enemy characters have been added, and Robin's in there as well, although for some reason he's in the dodgy Sixties Burt Ward outfit. Expect to the see the game in the Autumn on (deep breath) Mega Drive, SNES, Game Boy, Game Gear, 32X, Saturn, PlayStation and PC CD-ROM.

REVOLUTION X

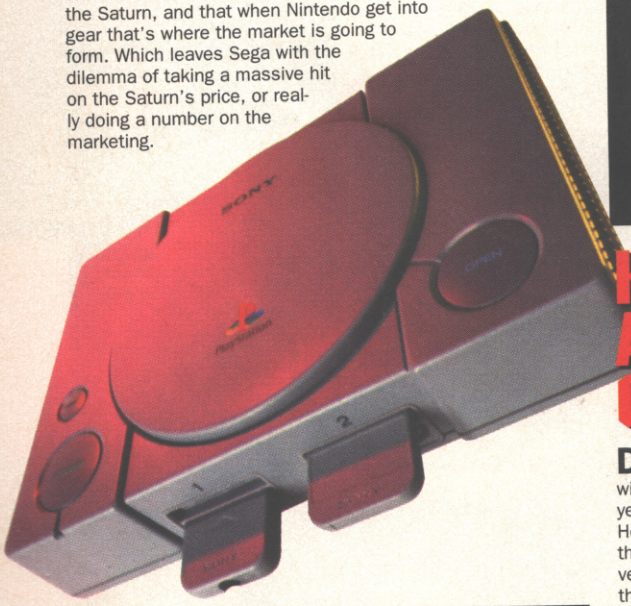
This is a newie. Acclaim have signed the rights to this rather surreal coin-op which managed to confound arcadesters the world over. It's destined to appear on most 16-bit formats plus Saturn, PlayStation and PC CD-ROM. Look out for it later this year.

connected e3

PLAYSTATION PRICE ANNOUNCED

In a two-fingered response to new-rivals Sega's surprise launch of the Saturn in the States, Sony announced that the US price for the PlayStation would be some $100 less than the new Sega machine – clocking in at just $299.

The worry for Sega must be that the PlayStation is going to be much closer to the Ultra 64 in price than the Saturn, and that when Nintendo get into gear that's where the market is going to form. Which leaves Sega with the dilemma of taking a massive hit on the Saturn's price, or really doing a number on the marketing.



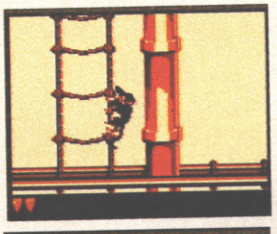
IT'S RIDGE RACER – ISN'T IT?

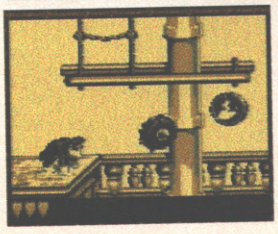
Screamer. Doesn't sound much like a race game, does it – let alone one on the PC? In fact, that's what it is and a totally superb one to boot. Virgin, who are releasing it, had wisely hooked it up to a steering wheel controller to deliver maximum impact. We've got no doubt it's superb, but there's a little dissenting voice chattering away at the back of our communal mind...

It's a bit like Ridge Racer, isn't it. In fact, it's a hell of a lot like Ridge Racer. Which isn't a bad thing at all, unless Namco decide that they want to release their race game on PC, at which point things could get a little messy.

KONG TAKES A BIT OUT OF GAME BOY

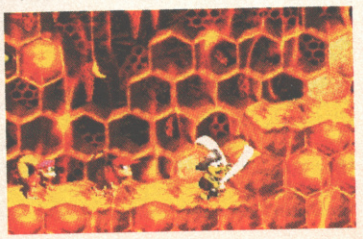
Donkey Kong Land, which will be Nintendo's biggest Game Boy title of the year, is still not ready to hit the shelves. However, there is a silver lining to this particularly dark and gloomy cloud and that is it looks like it could even steal MarioWorld's crown as the best Game Boy platform game ever. Time will tell, but we should have more pics and info in the next few weeks.





DONKEY KONG COUNTRY 2 UNVEILED

Nintendo finally put the follow-up to their monster-hit Donkey Kong Country on show – and met with mixed reactions. There's nothing wrong with the game, it's just that it looks a bit like they could have called it DKC: The Lost Levels. It's very similar to its predecessor, although a number of new gameplay devices have been included to spice it up. Another new addition is Dixie Kong, Diddy's chimp girlfriend, which gives the game a similar two-player and tag-mode option to the previous one.



RAYMAN'S REVUE

Ubi-Soft's much-delayed Rayman platformer finally emerged from the shadows to dominate most of their stand at E3. He's gone from being tied solely to the Atari Jaguar to emerge on Sony's PlayStation and Sega's Saturn too – with each version doing their respective machine justice.

As for the game itself, it mixes just about every platform cliche imaginable, but with great visuals and sound. Time will tell if it's enough to prevent Rayman sliding into the little hole where the failed platform stars live.

RETURN FIRE
35.99 3DO

GEX
37.99 3DO

DEMOLITION MAN
28.99 3DO

ROAD RASH
36.99 3DO

THEME PARK
42.99 JAG

ALIEN V PREDATOR
45.99 JAG

WOLFENSTEIN
27.99 JAG

TEMPEST 2000
27.99 JAG

SUPER B/MAN
17.99 SNES

THEME PARK
36.99 SNES

PGA TOUR GOLF
19.99 SNES

SUPERSTAR SOCCER
39.99 SNES

UNIRALLY
39.99 SNES

SECRET OF MANA
33.99 SNES

NHLPA '93 HOCKEY
14.99 SNES

THEME PARK
35.99 MD

SONIC 2
19.99 MD

JIMMY WHITE
25.99 MD

SUPER MONACO
11.99 MD

CANNON FODDER
36.99 MD

ROAD RASH 2
19.99 MD

PGA EURO TOUR
19.99 MD

MICKEY/DONALD
17.99 MD

SUPER NES WITH SOFTWARE FROM ONLY 79.99

MEGADRIVE 2 WITH SOFTWARE FROM ONLY 69.99

NEO GEO CD 379.99 WITH FATAL FURY 2

CD32 CRITICAL ZONE PACK WITH 7 GAMES ONLY 179.99

SNES

ALL SUPER NES CONSOLES COME WITH ONE NINTENDO JOYPAD

SUPER NES WITH STREET FIGHTER TURBO 79.99

SUPER NES WITH STARWING ...79.99

SUPER NES WITH MARIO ALL STARS PACK 89.99

SUPER NES WITH DONKEY KONG COUNTRY 111.99

AKIRA • ...39.99
BATMAN RETURNS ...19.99
BEAVIS AND BUTTHEAD • ...37.99
BUBSY ...15.99
CANNON FODDER ...40.99
CARRIER ACES ...39.99
CHOPLIFTER 3 ...21.99
DONKEY KONG COUNTRY ...49.99
EARTHWORM JIM ...44.99
INT'L SUPERSTAR SOCCER ...39.99
JOHN MADDEN '93 ...9.99
LEGEND OF MYSTICAL NINJA ...19.99
LETHAL ENFORCERS (WITH LIGHT GUN) ...49.99
MARIO ALL STARS ...24.99
MARIO ANDRETTI RACING • ...36.99
MORTAL KOMBAT ...17.99
NBA JAM - TE ...51.99
NHLPA '93 ICE HOCKEY ...14.99
PGA TOUR GOLF ...19.99
POWER RANGERS ...43.99
POWERDRIVE ...37.99
SECRET OF MANA ...33.99
STAR TREK - STARFLEET ACADEMY 37.99
STARWING ...14.99
STREET RACER ...32.99
SUNSET RIDERS ...19.99
SUPER BOMBERMAN (4 PLAYER GAME) ...17.99
SUPER MARIO KART ...33.99
SUPER PUNCH OUT ...39.99
SUPER STAR WARS ...29.99
SYNDICATE ...24.99
T. M. H. TURTLES - TOURNAMENT FIGHTERS ...26.99
THE SHADOW • ...39.99
THEME PARK ...36.99
UNIRALLY ...39.99
WORLD LEAGUE BASKETBALL ...12.99
WWF RAW ...51.99
ZOMBIES ...19.99

ATARI LYNX

ATARI LYNX 2 WITH BATMAN RETURNS ...29.99

BASKETBRAWL ...8.99
CALIFORNIA GAMES ...14.99
CHECKERED FLAG ...12.99
CHIP'S CHALLENGE ...8.99
DESERT STRIKE ...24.99
HOCKEY ...11.99
PINBALL JAM ...11.99
QIX ...8.99
RAMPAGE ...11.99
S.T.U.N. RUNNER ...9.99
SHADOW OF THE BEAST ...8.99
SHANGHAI ...11.99
STEEL TALONS ...9.99
SWITCHBLADE 2 ...11.99
TURBO SUB ...8.99
WARBIRDS ...25.99
WORLD CLASS SOCCER ...11.99
XYBOTS ...9.99

ATARI JAGUAR

JAGUAR WITH CYBERMORPH 157.99

JAGUAR CD ROM DRIVE 149.99

ALIEN VS PREDATOR ...45.99
BUBSY BOBCAT ...37.99
CANNON FODDER ...35.99
CHEQUERED FLAG ...45.99
CLUB DRIVE ...42.99
CRESCENT GALAXY ...32.99
DEMOLITION MAN ...37.99
DOOM ...45.99
INT'L SENSIBLE SOCCER ...39.99
IRON SOLDIER ...42.99
KASUMI NINJA ...49.99
PINBALL FANTASIES ...41.99
RISE OF THE ROBOTS ...45.99
SYNDICATE ...40.99
TEMPEST 2000 ...27.99
THEME PARK ...42.99
TROY AIKMAN (US) FOOTBALL ...48.99
VAL D'ISERE SKI-ING ...45.99
WOLFENSTEIN 3D ...27.99

MEGADRIVE

ALL MEGADRIVES COME WITH TWO SEGA JOYPADS UNLESS STATED OTHERWISE

MEGADRIVE 2 WITH EURO CLUB SOCCER 69.99
SUPER KICK OFF 69.99

MEGADRIVE 2 WITH SONIC 2 ...89.99

MEGADRIVE 2 WITH LION KING 105.99

MEGADRIVE 2 WITH VIRTUA RACING AND TWO SEGA JOYPADS 114.99

MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON) ...21.99

MICKEY AND DONALD - WORLD OF ILLUSION ...17.99
MICRO MACHINES 2 ...36.99
MICRO MACHINES 2 '96 • ...36.99
MORTAL KOMBAT ...24.99
NHL ICE HOCKEY '95 ...35.99
NHLPA ICE HOCKEY '93 ...13.99
PETE SAMPRAS TENNIS '96 • ...36.99
PGA EUROPEAN TOUR ...19.99
POWERMONGER ...18.99
ROAD RASH 2 ...19.99
ROAD RASH 3 ...32.99
SHINING FORCE 2 ...39.99
SOLEIL ...39.99
SONIC THE HEDGEHOG ...9.99
SONIC 2 ...19.99
SONIC 3 ...29.99
SONIC SPINBALL ...19.99
STORY OF THOR ...44.99
STREETRACER ...35.99
SUPER MONACO GP ...11.99
SYNDICATE ...35.99
THEME PARK ...35.99
VIRTUA RACING ...49.99
WWF WRESTLEMANIA ...12.99
X-MEN 2 ...34.99

SEGA 32X

32X EXPANSION MODULE 134.99

CORPSE KILLER ...46.99
DOOM ...47.99
GREATEST 36 HOLES ...45.99
METAL HEAD ...45.99
MORTAL KOMBAT 2 ...47.99
MOTOCROSS CHAMPIONSHIP ...35.99
NBA JAM - TE ...46.99
NIGHT TRAP ...46.99
SLAM CITY ...46.99
STAR WARS ARCADE ...41.99
SUPER SPACE HARRIER ...35.99
VIRTUA RACING DELUXE ...47.99

MEGA CD

MEGA CD 2 WITH ROAD AVENGER 99.99

MEGA CD DEALS WITH 8 GAMES PLUS TOMCAT ALLEY OR FIFA SOCCER:
ROAD AVENGER, SOL FEACE, COBRA COMMAND, COLUMNS, SUPER MONACO GP, STREETS OF RAGE, GOLDEN AXE AND REVENGE OF SHINOBI

MEGA CD 1 WITH TOMCAT ALLEY 174.99
MEGA CD 2 WITH TOMCAT ALLEY 174.99
MEGA CD 2 WITH FIFA SOCCER 174.99

CANNON FODDER (CD) ...36.99
DRAGON'S LAIR ...35.99
DUNGEON MASTER 2 ...37.99
EARTHWORM JIM ...35.99
FIFA SOCCER (CHAMP EDITION) 27.99
JAGUAR XJ220 • ...12.99
LETHAL ENFORCERS (WITH GUN) 26.99
LETHAL ENFORCERS 2 ...26.99
MORTAL KOMBAT (CD) ...29.99
POWERMONGER • ...12.99
ROAD RASH (CD) ...31.99
SAMURAI SHODOWN ...37.99
SENSIBLE SOCCER (CD) ...29.99
SNATCHER ...26.99
THEME PARK ...34.99
THUNDERHAWK ...23.99
TOMCAT ALLEY (RATED U) ...36.99

NEO GEO CD

NEO GEO CD WITH FATAL FURY 2 AND 2 CONTROL PAD 379.99

2020 WORLD BASEBALL • ...43.99
AEROFIGHTERS 2 ...43.99
AGGRESSORS OF DARK KOMBAT 43.99
ART OF FIGHTING ...43.99
ART OF FIGHTING 2 • ...43.99
BLUES JOURNEY • ...43.99
CROSSED SWORDS • ...43.99
FATAL FURY SPECIAL • ...43.99
KARNOV'S REVENGE • ...43.99
KING OF FIGHTERS '94 ...50.99
MAGICIAN LORD • ...43.99
MUTATION NATION • ...43.99
NINJA COMBAT • ...43.99
NINJA COMMANDO • ...43.99
RALLY CHASE ...43.99
SAMURAI SHODOWN 2 ...50.99
STREET HOOP ...43.99
SUPER SIDEKICKS 2 ...43.99
TOP HUNTER ...43.99
VIEWPOINT • ...43.99
WIND JAMMERS ...43.99
WORLD HEROES 2 JET • ...50.99

3DO

WE CAN ONLY ACCEPT POSTED OR FAXED ORDERS FOR THOSE TITLES RATED 18

GOLDSTAR 3D0 WITH FIFA SOCCER AND ONE JOYPAD 357.99

PANASONIC 3D0 WITH POWERS KINGDOM AND ONE JOYPAD ...385.99

11TH HOUR (RATED 18) ...32.99

3D ATLAS.
COMPREHESIVE WORLD GUIDE VIA PICTURES, MAPS AND STATISTICS OUTLINING POLITIAL, ECONOMICAL AND GEOLOGICAL AREAS. ...49.99

ALONE IN THE DARK ...30.99
ANOTHER WORLD ...33.99
BATTLECHESS ...27.99
CANNON FODDER • ...24.99
CREATURE SHOCK • ...27.99
CYBERCLASH ...33.99
DEMOLITION MAN ...28.99
DIGITAL DREAMWARE ...16.99
DRAGON ...28.99
DRAGON'S LAIR ...34.99
ESCAPE FROM MONSTER MANOR 33.99
FAMILY FEUD ...32.99
FIFA SOCCER ...36.99
FLASHBACK ...26.99
FLYING NIGHTMARES ...28.99
GEX ...37.99
GRIDDERS ...33.99
HELL (RATED 18) ...32.99
INCREDIBLE MACHINE ...33.99
IRON ANGEL ...34.99
JAMMIT (BASKETBALL) ...32.99
JOHN MADDEN 3DO ...33.99
KILLING TIME ...35.99
MEGA RACE ...41.99
NEED FOR SPEED ...36.99
OFF WORLD INTERCEPTOR ...40.99
PATAANK ...32.99
PEBBLE BEACH GOLF ...34.99
POWERSLIDE ...34.99
QUARANTINE ...32.99
REAL PINBALL ...34.99
REBEL ASSAULT ...36.99
RETURN FIRE ...35.99
RISE OF THE ROBOTS ...39.99
ROAD RASH 3DO ...36.99
SAMURAI SHODOWN ...32.99
SEWER SHARK ...28.99
SHERLOCK HOLMES ...33.99
SHOCKWAVE ...35.99
SHUT DOWN ...36.99
SLAYER ...31.99
SOCCER KID 3DO ...20.99
SPACE ACE ...37.99
SPACE SHUTTLE ...28.99
STAR CONTROL 2 ...32.99
STATION INVASION ...18.99
SUPER STREETFIGHTER 2 TURBO 51.99
SUPER WING COMMANDER ...33.99
SYNDICATE • ...36.99
THE HORDE ...34.99
THE LOST EDEN • ...24.99
THEME PARK ...36.99
TOTAL ECLIPSE ...34.99
TWISTED ...33.99
V R STALKER • ...28.99
VIRTUOSO ...35.99
WAY OF THE WARRIOR ...33.99
WING COMMANDER 3 ...35.99
WORLD CUP GOLF ...32.99

AMIGA CD32 TOP 20

A.T.R. (TEAM 17) ...18.99
ALIEN BREED - TOWER ASSAULT 19.99
ALIEN BREED 3D ...20.49
ARCADE POOL ...9.49
BENEATH A STEEL SKY ...19.49
CANNON FODDER ...19.49
DIZZY - THE BIG SIX ...9.49
FRONTIER - FIRST ENCOUNTERS 19.49
GUNSHIP 2000 ...16.49
JUNGLE STRIKE ...18.49
PINBALL ILLUSIONS ...19.49
ROAD KILL ...20.99
SHADOW FIGHTER ...10.99
SIMON THE SORCERER ...14.99
SIMON THE SORCERER 2 ...23.99
SUB WAR 2050 ...16.49
SUPER STARDUST ...18.99
THEME PARK ...22.49
UFO - ENEMY UNKNOWN ...16.49
WEMBLEY - INT'L SOCCER ...16.99

AMIGA TOP 20

A-TRAIN + CONSTRUCTION SET 10.49
AWARD WINNERS 3 (CIVILISATION, ELITE 2, LEMMINGS) ...20.99
BEAU JOLLY COMP (CANNON FODDER, SETTLERS, CHAOS ENGINE, T2) ...17.99
BENEATH A STEEL SKY ...19.49
CHAMP MANAGER ITALIA 95 ...16.49
CLASSIC COLLECTION - DELPHINE (FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS) ...20.49
COMBAT CLASSICS 3 (HISTORYLINE, CAMPAIGN, GUNSHIP 2000) ...19.49
FIFA INTERNATIONAL SOCCER 19.49
FORMULA 1 GRAND PRIX (512K) 10.49
FRONTIER - FIRST ENCOUNTERS 19.99
INDIANA JONES - ATLANTIS ...13.99
PREMIER MANAGER 3 ...16.49
SECRET OF MONKEY ISLAND 2 12.99
SENSIBLE WORLD OF SOCCER 19.49
SIMON THE SORCERER ...14.99
SKID MARKS ...12.49
SUPER SKID MARKS ...20.99
THEME PARK ...22.49
UFO - ENEMY UNKNOWN ...22.49
VALHALLA ...12.99

PC DISK TOP 20

CHAMP MANAGER COLLECTION (93/94 + UPDATE DISK) ...14.99
CHAMP MANAGER COLLECTION '95 20.99
DOOM 1 ...22.49
DOOM 2 ...29.49
FIELDS OF GLORY ...13.99
FORMULA 1 GRAND PRIX ...14.99
FRONTIER - 1ST ENCOUNTERS 24.99
INDY CAR RACING ...19.49
LION KING ...19.49
LEMMINGS 2 ...9.99
ON THE BALL - LEAGUE EDITION 12.49
PREMIER MANAGER 2 ...9.99
PREMIER MANAGER 3 ...21.49
SECRET OF MONKEY ISLAND 2 12.99
SETTLERS ...17.49
TIE FIGHTER ...27.49
TIE FIGHTER DATA DISK VOL 1 15.49
TRANSPORT TYCOON ...27.49
WORLD CUP YEAR 94 GOAL, CHAMP MANAGER 94 + DATA DISK, STRIKER, SENSIBLE SOCCER **15.49**
X-COM - TERROR FROM THE DEEP 28.99

PC CD ROM TOP 20

ALONE IN THE DARK 3 ...28.49
DARK FORCES ...34.99
DOOM 2 ...32.49
DISCWORLD ...34.99
EARTH SIEGE ...28.99
FIFA INT'L SOCCER ...24.49
FRONTIER - 1ST ENCOUNTERS 24.99
MAGIC CARPET ...29.99
PREMIER MANAGER 3 ...16.99
STAR TREK - TNG ...33.99
SYNDICATE + DATA DISK ...12.99
SYSTEM SHOCK ...27.49
TFX ...19.49
TRANSPORT TYCOON ...22.99
THEME PARK ...27.49
UFO - ENEMY UNKNOWN ...22.99
US NAVY FIGHTERS ...31.49
WING COMMANDER 3 (15) ...35.49
X-COM - TERROR FROM THE DEEP 28.99

X-WING COLLECTION X-WING, B-WING, IMPERIAL PURSUIT ...29.49

MONTHLY 48-PAGE COLOUR CLUB MAGAZINE
CHEATS & MOVES
RELEASE SCHEDULE
CHARTS
REVIEWS
HUGE RANGE OF ALL GENUINE UK PRODUCTS
HEAVY DISCOUNTS
XS SAVERS
BONUSES
WIN A SONY PLAYSTATION

Membership Card

Sales: 01279 600204

Special Reserve
The Discount Club

10am to 8pm 7 days a week!

01279 600204

Or Fax 01279 726842 - we'll confirm receipt
Members only but you can order as you join.

Annual UK Membership £7
Includes 12 issues of the club magazine with £180 worth of XS Savers.

Over 250,000 people have joined Special Reserve and we are the largest computer games club in the world.
We also have two very impressive club shops which stock our entire range.

SPECIAL RESERVE CLUB SHOPS

10am 'til 8pm 7 DAYS A WEEK!

CHELMSFORD, ESSEX
43 Broomfield Road. Just around the corner from the bus station.

SAWBRIDGEWORTH, HERTS
The Maltings, Station Road. A few miles from the M11, near the train station.

Items bought in the shops carry a 50p surcharge on the Mail Order prices.

UNLESS STATED ALL PRICES INCLUDE VAT & DELIVERY

GENUINE INTEL DX4/75 OR DX4/100 PROCESSOR + 256K CACHE
GENUINE SOUND BLASTER PRO SOUND CARD WORTH £150
GENUINE CREATIVE QUAD SPEED IDE CD ROM DRIVE
GENUINE SAMSUNG 14" SVGA 0.28 MONITOR + TILT AND SWIVEL
GENUINE SAMSUNG HIGH SPEED 560 MB HARD DRIVE + SPARE IDE
GENUINE MICROSOFT SOFTWARE BUNDLE WORTH OVER £500

TRUST QUAD MULTIMEDIA PC

		EX VAT
DX4/75 + 4MB RAM	1199.99	1021.27
DX4/75 + 8MB RAM	1324.99	1127.65
DX4/100 + 4MB RAM	1292.49	1099.99
DX4/100 + 8MB RAM	1417.49	1206.37
DX4/100 + 16MB RAM	1582.49	1346.80

WITH ALL THIS SOFTWARE
8 MB RAM RECOMMENDED FOR MULTIMEDIA
SPECIFICATIONS AND PRICES SUBJECT TO CHANGE
TRUST NON-MULITMEDIA PC FROM 599.99 PLUS VAT

AND FREE TWO YEAR ON-SITE WARRANTY

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR (12 ISSUES)	£7.00	£9.00	£11.00
SIX MONTHS (6 ISSUES)	£4.00	£6.00	£7.00

Each issue includes £15 of new XS Savers. Members are under no obligation.
All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card INKY
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

(BLOCK CAPITALS please)
Name & Address

CA VG

Postcode
If Mac or PC please state DISK or CD ROM
Phone No Machine
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)
item
item
item
Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£10 hardware**

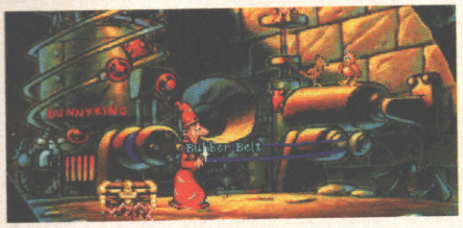
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Mastercard/Switch/Visa £

CREDIT CARD SWITCH
EXPIRY DATE SIGNATURE (ISSUE NO)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.

Inevitably some games listed may not yet be available. Please phone to check availability.
Prices may change without prior notification. Time of going to press 11.05.95 E. & O.E.
SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

connected e3



SONY PLAYS IT SAFE

The biggest line-up of singularly impressive software came courtesy of Sony Psygnosis. On general show for the first time were fully playable versions of most of their key PlayStation titles.

WIPEOUT

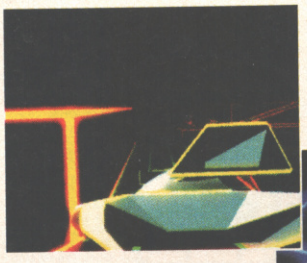
We first featured this game in the May issue. At that time we'd only seen a few static visuals, but now we've actually got to grips with it and played the game we can tell you this racer is nothing short of spectacular. Not only is it fast, but the tracks have to be played to be believed. If this isn't going to become a PlayStation classic in the same way as F-Zero became one for the SNES, then a severe injustice has been done.

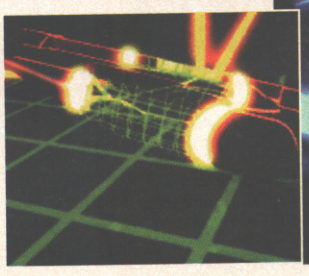
DEMOLISH-'EM DERBY

While not as instant to get to grips with as Wipeout – WE LOVE THIS GAME! It's like Daytona crossed with Ridge Racer and taken to the extreme. The car control is incredibly realistic, the dozen-car pile-ups are more spectacular than those in EA's Need For Speed and the graphics, to quote a phrase, are 'to die for'. Just wait until you try the multi-player game!

ASSAULT RIGS

This is a game almost purely designed for more than two players. As such the premise is dead simple: each player's tank is dumped into an arena with the express aim of blowing the heck out of the others.





DISCWORLD

Although not yet on display, Psygnosis also revealed their smash-hit comedy adventure Discworld would be hitting the PlayStation at Christmas. So it looks as though this is destined to be the first game of its type on the console.

EA SPORTS TARGET 32-BIT

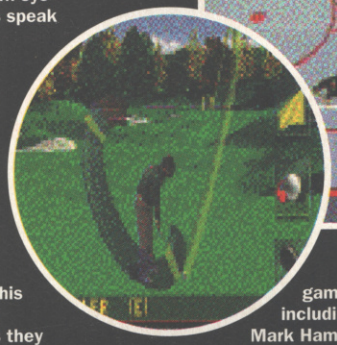
In a move

which will have millions of EA Sports fans breathing a collective sigh of relief, Electronic Arts have unveiled a PlayStation conversion of their excellent 3DO FIFA Soccer as well as an all-new version of the classic EA Hockey.

FIFA promises to be an almost straight conversion from the 3DO incarnation. The main differences will be in the player graphics, which are more detailed and just generally look better close up. First impressions put it above the forthcoming Konami soccer game, but that's still only very early so it's a bit unfair of us to compare the two. However, with PlayStation International Superstar Soccer due, anything could happen.

Meanwhile, EA Hockey is quite clearly an attempt to marry the superb playability of the 16-bit versions with the graphical power afforded by modern systems. The results speak for themselves. Providing EA can flash things up enough, this is a sure-fire hit.

Elsewhere in EAworld, Origin are producing a PlayStation version of their superb space opera Wing Commander III. This comes at exactly the same time as they reveal plans for the fourth game in the series. It will see the return of the most popular characters from the game, including Mark Hamil as Christopher Blair, although producer Chris Robots is aiming to integrate the FMV sequences more with the missions – so your flying skills determine what happens next in the plot. The missions themselves will also be updated, with you selecting multiple wingmen and generally having to think about things a bit more rather than simply getting into scraps with the Kilrathi. Wing Commander IV: The Price Of Freedom is due to hit at the end of the year. We'll keep you posted on its progress and any conversion news.



M2, BRUTUS?

3DO have already stolen a major march over Sony and Sega simply by being the first company to put a 32-bit console on the shelves, and now there's finally full-on news and information about their next step – the eagerly awaited M2 accelerator.

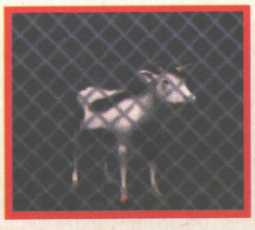
The machine, as you would imagine, is purely designed to make everything else look instantly dated. There's no denying its power; from the graphic hardware to the sheer capability of the 64-bit processor at its heart. After seeing several demos running we're more than convinced by its capability to, technically at least, eclipse most other consoles, but the question of what the software support will be like still remains.

In the mean time, here are a few shots of some real-time graphical demos that we've managed to procure. These aren't so much designed to create a visual 'wow' factor, but to show just what kind of special effects the machine is going to be capable of creating through its operating system.

With all this technology they draw cows. Still the one on the bottom shows the graphic smoothing capabilities.

This dinosaur isn't that pretty, but he's drawn in real-time and made up from a humungous number of polygons.

Another demonstration of M2's real-time graphics capabilities. We reckon it could easily reproduce Virtua Fighter 2.



It's that damn cow again. She's here to show off one of the built-in special effects. Although 'fog' isn't the best.

A close-up of dinosaur vs bird. Only a demo, though, 'cos it would be pretty weird if it was a real game.

Let's face facts.

if you want to play stuff like This

all images / trademarks remain copyright of their respective owners

Then you'd BETTER Call Us

Access · VISA · SWITCH · MasterCard

COMPUTER EXCHANGE

(0171) 636 2666

We Also BUILD PC's!

FUQA

At the Computer Exchange we aim to offer as wide a range of services as possible. We've got an entire department solely dedicated to PC hardware, and our own brand of LOW COST, HIGH SPEC Pc's.....

486 SX 25 VL with 4Mb RAM, 120Mb HDD = £499
486 DX 33 VL with 4Mb RAM, 200Mb HDD = £569
486 DX2 66 PCI with 4Mb RAM, 540Mb HDD = £699
486 DX4 100 PCI with 4Mb RAM, 540Mb HDD = £769
Pentium P60 PCI with 8Mb RAM, 540Mb HDD = £899
Pentium P90 PCI with 8Mb RAM, 540Mb HDD = £1149

All our PC's include SVGA monitor, mouse, and 1 year return to base warranty.
Prices shown exclude VAT

Call our Hardware Department: (0171) 916 3110

wHO tHe hElL arE WE???

HERE AT THE TCR COMPUTER EXCHANGE WE RECKON WE'RE THE BEST IN THE BUSINESS. HERE'S WHY:

* **LOW PRICES**
  WE KEEP 'EM AS LOW AS POSSIBLE. GOOD FOR US, GOOD FOR YOU.
* **VERSATILITY**
  WE BUY, SELL, AND PART-EXCHANGE A WIDE VARIETY OF GAMES AND CONSOLES- TRADE IN YOUR OLD STUFF TOWARD A NEXT-GEN DEVICE!
* **KNOWLEDGE**
  WE KNOW OUR STUFF, AND WE'RE HONEST ENOUGH TO TELL YOU WHAT'S WORTH BUYING AND WHAT'S NOT.
* **RELIABILITY**
  EVERYTHING WE SELL IS GUARANTEED, AND DELIVERED ON TIME. HOORAH.
* **FORWARD THINKING**
  WE WERE THE 1ST IN EUROPE TO STOCK THE PLAYSTATION, AND WE'RE FULLY COMMITTED TO ALL THE NEW TECHNOLOGY.

COMPUTER EXCHANGE

Sony - Sega - Snes - 3DO - PC - PC Engine - CDi

MAKE CONTACT!

CENTRAL LONDON:
GAMES: 32 RATHBONE PLACE LONDON W1P 1AD
TEL: (0171) 636 2666
HARDWARE: 143 WHITFIELD ST LONDON W1P 5RY
TEL: (0171) 916 3110
FAX (ALL BRANCHES) (0171) 637 7898
NEW! HARROW BRANCH:
GAMES & HARDWARE- 282 STATION RD, HARROW, MIDDLESEX
TELEPHONE (0171) 636 2666

ORDERS / ENQUIRIES WELCOMED VIA E-MAIL:
computerexchange@easynet.co.uk

INSTANT CREDIT is available on all items- call for info

ORDER FORM

DEAR COMPUTER EXCHANGE, PLEASE SEND ME THE FOLLOWING ITEM(S):

- ☐ SONY PLAYSTATION- £399
- ☐ SONY PLAYSTATION (WITH SCART LEAD & PSU)- £449
- ☐ RIDGE RACER - £79.99
- ☐ TOHSHINDEN- £79.99
- ☐ TEKKEN- £CALL FOR LOWEST PRICE
- ☐ STARBLADE ALPHA- £79.99
- ☐ MOTOR TOON G.P.- £79.99
- ☐ SEGA SATURN- £399
- ☐ DAYTONA USA- £69.99
- ☐ PANZER DRAGOON- £64.99
- ☐ VIRTUA FIGHTER- £64.99
- ☐ CLOCKWORK KNIGHT- £49.99

IF THE ITEM YOU DESIRE IS NOT LISTED HERE, CALL US.

NAME _____ ADDRESS _____

_____

DAYTIME PHONE NO. _____

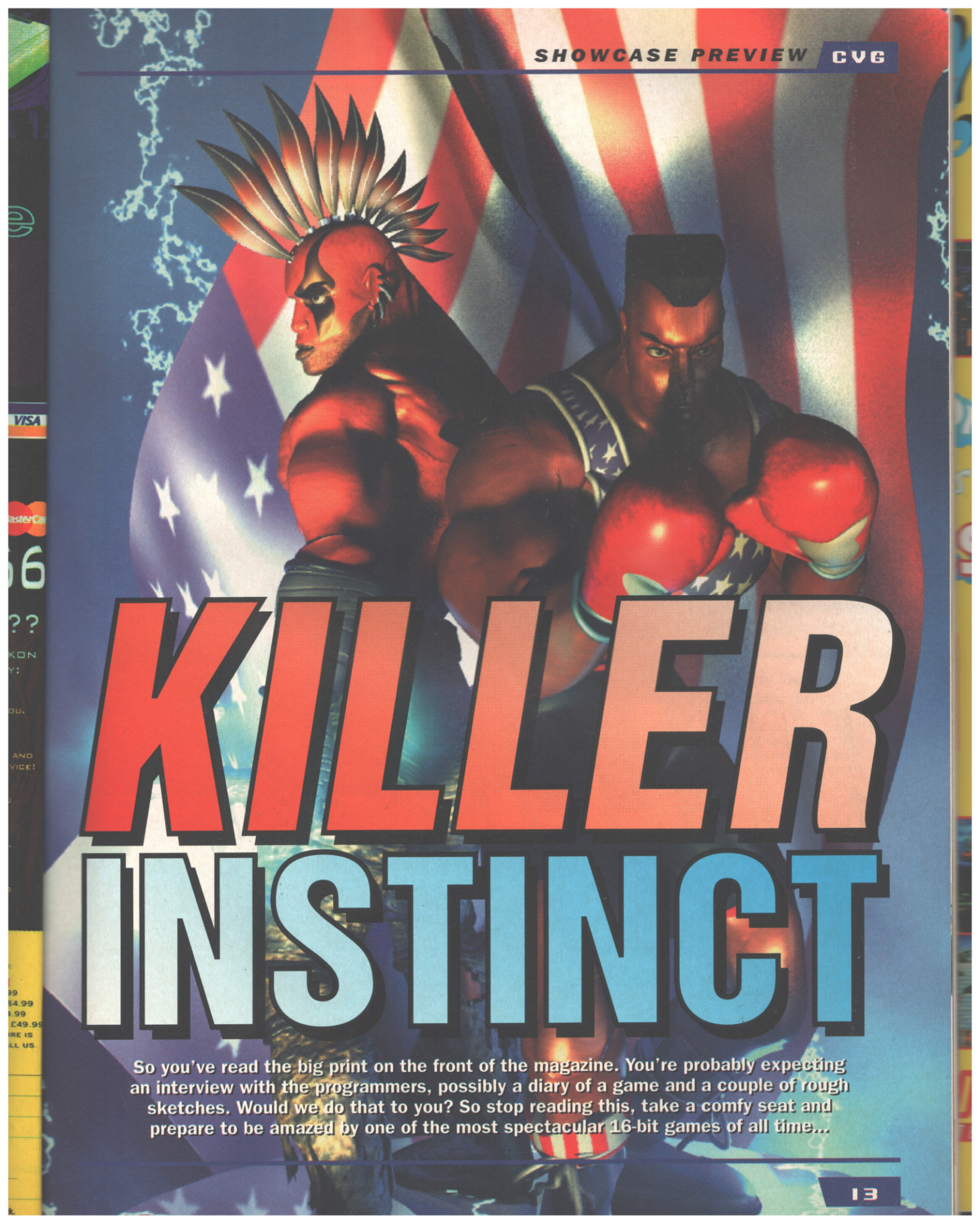
I ENCLOSE A CHEQUE/P.O. (PAYABLE TO TCR COMPUTER EXCHANGE) FOR £ _____

PLEASE DEBIT MY VISA/ACCESS/SWITCH CARD TO THE TUNE OF £ _____

CARD NO. _____ EXPIRES: _____

NAME ON CARD _____ SIGNED _____

All prices correct at time of going to press, E&OE. ID must be provided by sellers of stock.



KILLER INSTINCT

So you've read the big print on the front of the magazine. You're probably expecting an interview with the programmers, possibly a diary of a game and a couple of rough sketches. Would we do that to you? So stop reading this, take a comfy seat and prepare to be amazed by one of the most spectacular 16-bit games of all time...

WORK IN PROGRESS

■ SNES

■ £Unconfirmed
■ Beat-'em-up
■ Rare

■ Programmed by Rare ■ Initiated Jan '94 ■ 85% complete ■ Ultra 64 version also planned ■ Arcade version also available ■ Estimated release September/October

You've probably already seen the news story about the Ultra 64 being delayed – but does it really matter as Nintendo prove that 16-bit is still strong enough to take on the 32-bit big boys!

KILLER INSTINCT

It's all too easy for some people to write 16-bit hardware off – but just let them try saying that to Nintendo. They've done more to prolong the life of the market than any other company. Constantly innovating, creating new ways to overcome hardware limitations and then getting Rare to develop a SNES version of one of the most talked about coin-ops of the last 12 months.

But Killer Instinct on a 16-bit console? Isn't it supposed to be the flagship for the Ultra 64? Wasn't it produced on an SGI machine then running on a 32-bit coin-op? Shurely shome mishtake here?

It's all true though. Nintendo's announcement that they were converting the game was met with, quite fairly, general disbelief. But having now played the game we can tell you that this is one of the most remarkable carts ever produced for a 16-bit machine.

The finished game will clock in at 32-Mbits, which doesn't sound too much considering the sheer volume of graphics which has to be crammed in. However, there's talk of an innovative data compression chip being built in to the cartridge which could allow as much as 64-Mbits of data to be stored. If that turns out to be the case and it works, it looks like it could well be a trial run for the system that will be used

INSTINCT COMES TO GAME BOY

Now we thought putting Killer Instinct on SNES would be a major challenge, but it's also coming out on Game Boy. As amazing as it seems, the conversion is well under way, although with a game like this on a machine which could never reproduce the same quality visuals, we're wondering whether it will work or flop. Miserably.

in producing the Ultra 64 carts.

THE GRAPHICS

What strikes you instantly about this game is its graphics. All the original SGI images have been used in the game with the animation being as fluid as ever. Their size is impressive too. Each fighter stands around a third of a screen high and even in the height of combat everything remains flicker-free and running perfectly. Definitely a thumbs up in the all-important 'getting things looking right' category.

THE SPEED

The pace of the SNES version of Killer Instinct is as brutal and unrelenting as the coin-op original. Everything from simple projectile attacks to ultra-combos run as smoothly as ever

THE GAMEPLAY

All the combos and specials from the original will be included in the SNES version – and there's talk about Rare including a few new features that weren't in the coin-op. There's no news on exactly what these are going to be, but as soon as we find out you can be sure we'll let you know.

e3 ShOWReeL

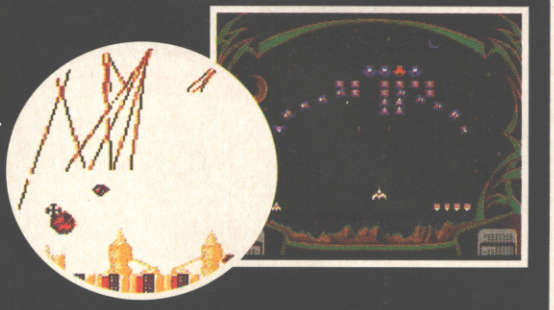
ATARI VR ON SHOW

Winning the award for most innovative hardware and dumbest press kit picture is Atari. They finally unveiled their Jaguar VR kit which, despite rumours to the contrary, is actually dead good. On show for it was a 3D version of the coin-op classic Missile Command.

The game itself works perfectly with the VR system, clearly demonstrating that Atari's VR helmet will be one of the most responsive on the market. Shame they had to give out a pic that looks like something out of Country Living.

GAME BOY GETS BACK TO ROOTS

After the disaster that was the Game & Watch cartridge, Nintendo have unveiled four superb twin-game Arcade conversion carts. The pairings are Missile Command/Asteroids, Galaga/Galaxians, Defender/Joust and Centipede/Millipede. These should go down a storm.



KICKING UP A STORM

Novastorm may have received mixed reviews all round on PC and Mega-CD, but that hasn't deterred Psygnosis from developing a PlayStation version. They promise us that the game will be a lot more interactive, as well as better looking. Let's hope so, eh?

LANDS OF LORE 2 DEBUTS

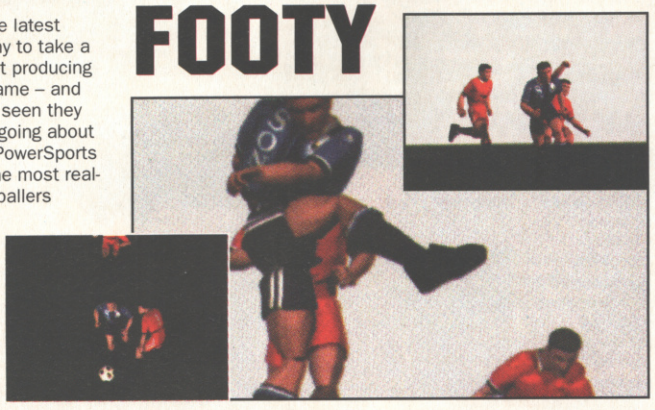
After much dallying Virgin finally had something to show on the forthcoming sequel to Lands Of Lore. The follow-up looks like a decidedly better prospect, with awesome visuals and plenty of involving adventure gameplay.

BIG BOYS STEP IN

One of the biggest corporate names strutting their stuff at the show was 20th Century Fox. Considering their massiveness in the entertainment market, it's quite amazing that they haven't made an impact in the videogames side of things. This time out for them it's multimedia entertainment leading on the comedy package 'The Comedians' (one of whom is Whoopi).

MORE PLAYSTATION FOOTY

Psygnosis are the latest software company to take a concerted shot at producing a decent footy game – and from what we've seen they look like they're going about it the right way. PowerSports Soccer boasts the most realistic-looking footballers we've seen in any footy game, but they won't count for squat if they don't get the playability right. Here's hoping.



STREETFIGHTER FOR GAME BOY

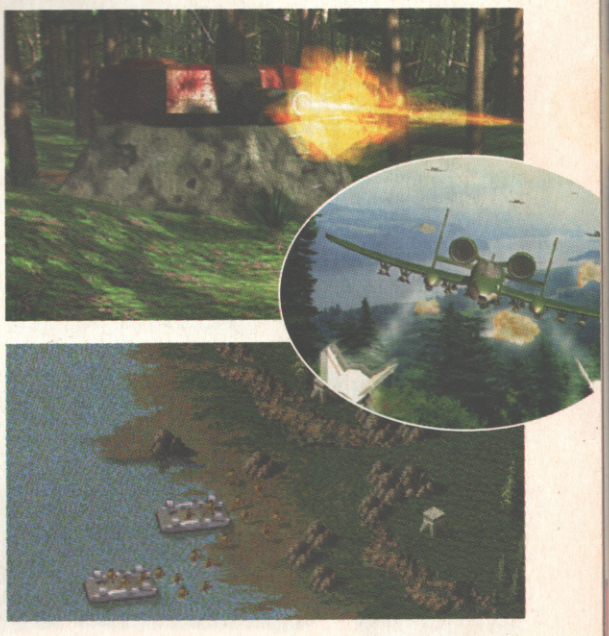
This was originally a CVG April Fool several years ago. Remarkably, though, Nintendo are finally bringing out a version for the Game Boy. The graphics are large and well defined, although the tricky bit will be getting the controls to work with just two buttons.

FINALLY, BLADE RUNNER – THE GAME!

It's been hailed as the greatest licence that never was, but finally someone has got around to signing the rights to Ridley Scott's cinematic masterpiece Blade Runner. The kids with the golden cheque book are Virgin Interactive Entertainment, who've handed the job over to crack programming outfit Westwood studios. But don't hold your breath as the game isn't due for release until late in 1996.

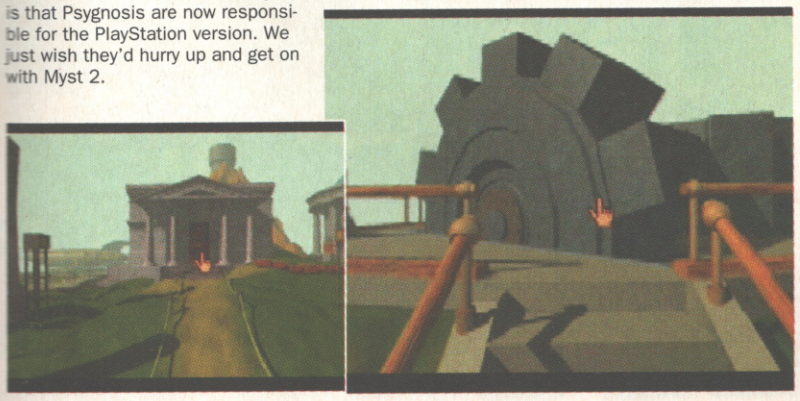
VIRGIN GO A-CONQUERING

Virgin are hoping to emulate the massive success they had with Dune 2 with Westwood Studios' latest strategy game Command And Conquer. It features a similar sort of interface and strategic gameplay, interspersed with animations of sodding great explosions. It's due this summer and we're actually quite looking forward to it.



EVEN MORE MYST

The latest chapter in the story of the much-travelled adventure Myst is that Psygnosis are now responsible for the PlayStation version. We just wish they'd hurry up and get on with Myst 2.



the new machines

gunner's

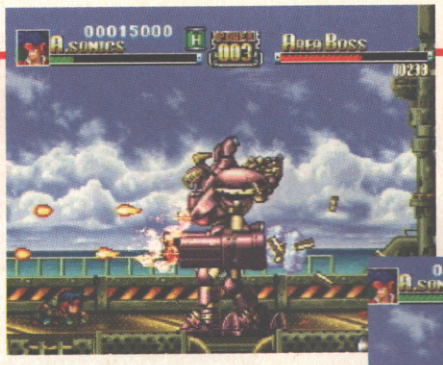
- PLAYSTATION
- Shoot-'em-up
- Sony
- £80
- Out Now
- No other versions planned
- No other versions available

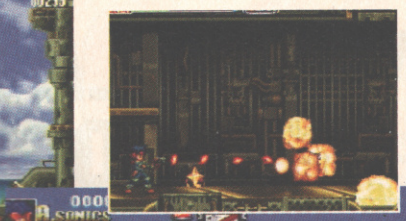
It may look like a standardy, scrolly type of a blast fest kids, but when Gunner's Heaven is incoming on Sony's new toy, it's cataclysmic territory!

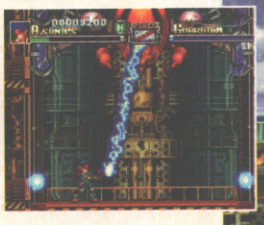
A couple of years ago, the Mega Drive was cast in a new light. This was solely thanks to a somewhat talented bunch of programmers called Treasure and their first release, called Gunstar Heroes. It did things (such as 'scaling' and 'rotation', the buzzwords of the time, ah, how long ago it seems etc, etc) with the hardware which not even the people who designed the Mega Drive thought it could do. Plus, it was probably the most playable platform/shoot-'em-up ever produced on any machine.

Now times have changed, especially with the advent of 32-bitery, but it would seem, games haven't. Behold Gunner's Heaven, a PlayStation title 'influenced' slightly by Gunstar Heroes (although that's no bad thing). But without the two-player mode (which is a bit of a bad thing). All that would seem to have changed in the formula is that there are lots more huge enemies wandering round each stage, instead of saving themselves for end-of-level duties, and that there are two characters to choose from – Axel Sonics (a boy) and Ruka Hetfield (a girl).

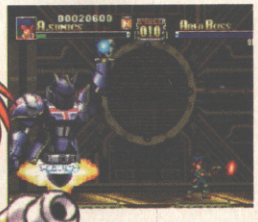
Now this might seem like a bit of a waste of hardware, and in fact it is, but at the end of the day if it's as playable as Gunstar you could run it on a Zircon X3000 Space Mainframe and we wouldn't complain.

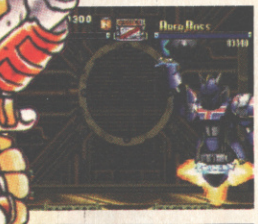


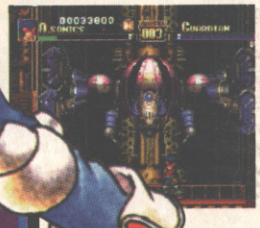




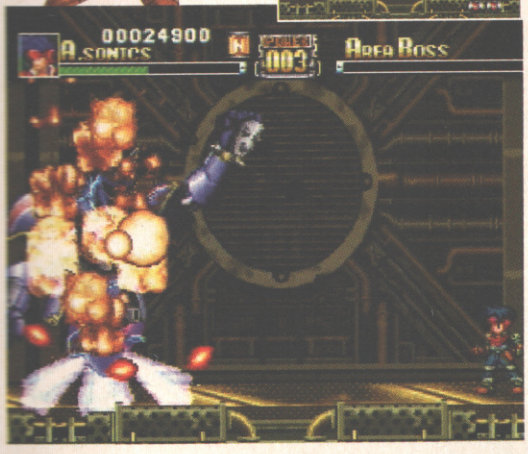
▲ *This is the first boss you fight. He might look fairly huge, but there are loads of regular enemies not much smaller.*





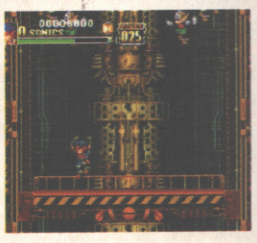


▲ *The big bouncy gun does its thing. It's essential to use it here to destroy missiles fired at you by the boss. Who's now hiding.*



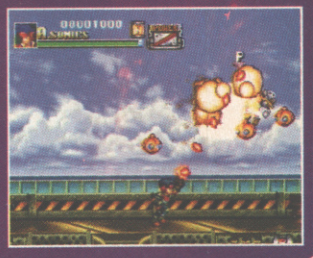
SHOOT EVERYONE

Given the odds against them Ruka and Axel have sensibly packed four guns apiece. And they're no ordinary guns either. These are nuclear-powered battery guns, which your character of choice can power up by collecting nuclear icons dropped by compliant enemies. While the two arsenals consist of similar elements, the actual weapons on offer differ somewhat between the two.



NORMAL

A rapid-fire attack which is best for taking out lots of little enemies. Axel's red laser is nice and powerful, but Ruka's (once powered-up) three-way blue laser is best.



FLAMER

Excellent for damage, but a bit lacking in other respects. Axel fires slow-moving fireballs, whilst Ruka has a short-range flame-thrower sort of effort.

HOMING

Pretty self-explanatory. This drains the power batteries like nothing on Earth, but is dead useful against bosses. Axel's single constant homing laser requires re-targetting against more than one foe, although Ruka's rapid fire job isn't as hot against guardians.

REBOUND

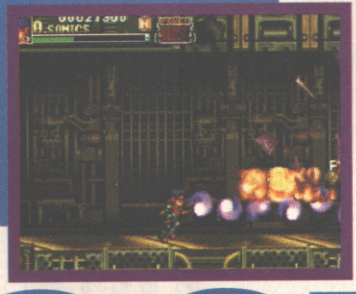
Bouncy green lasers are the order of the day here. Axel has the upper hand thanks to his big, fat and wide fast-firing lasers, while Ruka's globular shots, although handy, are limited by only allowing nine shots on screen at once (and some of them bounce around aimlessly for ages).

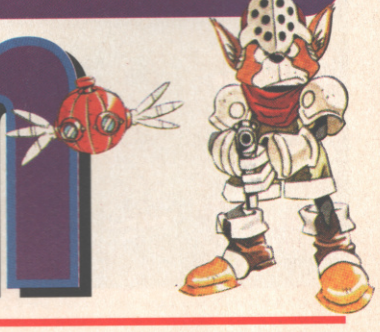
SMART BOMB

The one category in which Axel definitely has the upper hand is with smart bombs. Axel's blasts cover the entire screen, while all Ruka can manage is a feeble localised explosion.

YOU BRING OUT THE BOOST IN ME

Every so often you'll stumble across a glowing green star-shaped bonus, with the word BOOST emblazoned across it. Grab this and your weapon is automatically powered up to maximum potential. Understandably, this then unleashes a massive swarm of death upon the screen, with nasties coming a cropper left and right to the massive sprays of firepower emanating from your chap (or chapess). However, its effects are only temporary, so make sure you don't get caught out.

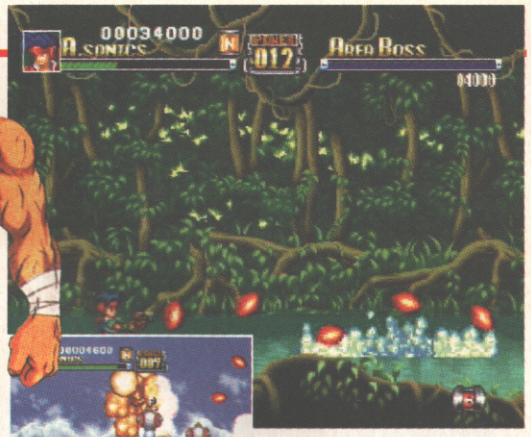




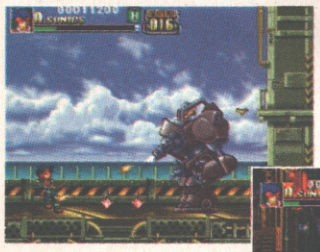
heaven

MINE SWEEPER

It must be said that mine cart levels are the bane of the modern platform game, with such varied (and incongruous) stars as Taz and Asterix all too willing to participate. Luckily, while Gunner's Heaven features one such level, you yourself are kitted out wih a lovely pair of rocket-powered roller blades, and your task is to decimate the trolley-bound forces of darkness surrounding you. And their big tanks. Luckily, you're able to use uncanny leaping and low sliding acrobatics to dodge much of the flak that comes your way.



▲ *The swamp level is hazardous, dangerous and thoroughly capably murderous.*

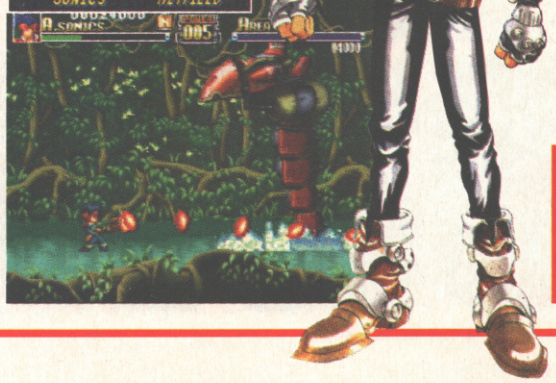


▼ *Hooray for homing lasers and their pals!*

▲ *Take too many hits in a row and your sprite is momentarily stunned, leaving them open to further enemy attacks.*

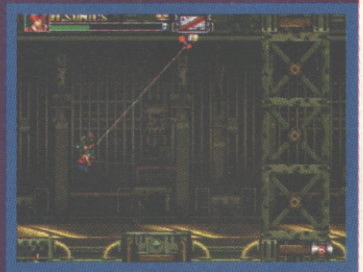
▼ *Oh no, it's a big, scary boss robot from Hades!*

▼ *Well, that's Axel and Ruka if you ask me.*



GRAPPLE SOURCE

As a fully paid-up space ninja, you'd expect your little man to have some decent kit at his disposal. And he has. Like this nifty grappling hook thing. While it's useless for fighting with, the grappler is a defensive tool par excellence. You can fire it in any upwards direction and it'll jam into any solid platform it hits. Release the button and your interstellar commando spins right up to the end of his tether.



SECOND OPINION

Well, Gunstar Heroes on the Mega Drive doesn't seem all that long ago, and as bonkers blasters go, it certainly was one. Gunner's Heaven is an excellent follow up, the only real niggle about this game is that it's on the PlayStation and we really wouldn't mind something a bit more ingenius than a horizontal-vertical scroller for our new machine. But like Raiden, which was a storming shoot-'em-up on the PSX, this more than makes up for the lack of 'Next Gen' ingenuity by having some lush backgrounds, great spot FX and excellent game design. Oh and it's rock too.

GARY LORD

ALTERNATIVE

MEGA DRIVE

- **Gunstar Heroes**
- **Sega/£39.99**

Quite simply the best platform blaster ever. Tons of action, more originality than you'd ever believe and absolutely amazing bosses. Never a dull moment, and it's got a two-player mode too.

- **ISSUE 142: 92%**

VERDICT

PLAYSTATION

Gunner's Heaven isn't a Next Generation game. There's nothing here which you couldn't, with a bit of effort, produce on a 16-bit machine. But that's not important, because it's also ace, and you'll need sharp eyes and strange alien elastic fingers if you want to get anywhere. Some of the bosses are a bit easy, but the levels themselves contain enough of a challenge for most players. As platform blasters go, this is dead smart. Although not as top as the two-player five year-old Gunstar Heroes.

RAD AUTOMATIC

GRAPHICS	82
SOUND	81
PLAYABILITY	91
VALUE	82

OVERALL

89

TRADE AND EXPORT ENQUIRIES WELCOME

Access VISA

OPENING TIMES
9AM TO 6PM
MONDAY – FRIDAY

FIRE INTERNATIONAL LTD

FIRE INTERNATIONAL LTD
4–6 BUTTERCROSS COURT, NORTHGATE,
TICKHILL, DONCASTER DN11 9HY
TEL 01302 750704/750698
FAX 01302 752507
OUTSIDE UK: 44 1302 750698

CALLERS WELCOME BY APPOINTMENT

EUROPE'S LARGEST IMPORTER/EXPORTER OF EUROPEAN, USA AND JAPANESE VIDEO GAME SYSTEMS AND ACCESSORIES

PlayStation

INCLUDING EITHER TOH SHIN DEN OR RIDGE RACER

£549·99 + P&P

PAL BOOSTER BOX

£59·99 INC P&P

SEGA SATURN

INCLUDING VIRTUA FIGHTER

£549·99 + P&P

OFFICIAL SCART LEADS NOW AVAILABLE FOR BOTH MACHINES

ALL CONSOLES SENT BY EXPRESS COURIER SERVICE (INSURED)

VIDEO GAME ACCESSORIES

6 BUTTONED 3DO JOYPAD £19·99

3DO INFRARED JOYPADS (2 X 6 BUTTON INFRARED 3DO JOYPADS) £39·99

SFX GAME CONVERTER FOR SNES £14·99

REBEL MOUSE £19·99

TRI-STAR 8-BIT FOR SNES £39·99

HEATSEEKER JOYPAD £14·99 TRIBAL TAP £19·99

ALL FIRE VIDEO GAME ACCESSORIES' PRICES ARE INCLUSIVE OF P&P (RECORDED DELIVERY)

PlayStation | SEGA SATURN | 3DO | JAGUAR | NEO·GEO CD | Nintendo 64 | PC CDROM

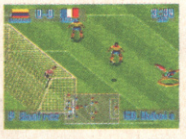
TEKKEN .....£74·99
GUNNER'S HEAVEN ...£CALL
JUMPING FLASH ...£CALL
RAIDEN .....£69·99
BOXER'S ROAD .....£CALL

ASTAL .....£64·99
DAYTONA .....£69·99
PANZER DRAGOON ...£69·99
ULTIMATE PARODIUS £CALL
GRAV RACER .....£CALL
SPECIAL VICTORY GOAL – £39·99

GEX .....£CALL
IMMERCENARY .....£45·00
WING COMMANDER III £CALL
MYST .....£49·99
QUARANTINE .....£39·99

RAYMAN .....£CALL
TROY AIKMAN .....£55·00
FLASHBACK .....£40·00
DEMOLITION MAN ...£40·00
SYNDICATE .....£49·99

AGGRESSORS OF DARK COMBAT ...£59·99
STREET HOOP .....£49·99
KING OF FIGHTERS 94 £59·99
LAST RESORT .....£49·99



OGRE BATTLE .....£CALL
CHRONO TRIGGER ...£CALL
THE FIREMAN .....£CALL
HAGANE .....£CALL
INTERNATIONAL SOCCER US £55·00

MORTAL KOMBAT 2 ...£CALL
LAST EDEN .....£CALL
DISC WORLD .....£CALL
STAR TREK .....£CALL
DESCENT .....£CALL

AS OUR STOCK IS UPDATED WEEKLY PLEASE CALL FOR LATEST PRICES

IF IT'S NOT LISTED DON'T WORRY

ALL POPULAR MACHINES/GAMES/ACCESSORIES AVAILABLE THROUGH OUR INTERNATIONAL SOURCES

ALSO LARGE RANGE OF CLEARANCE STOCKS AVAILABLE.

PHONE FOR LATEST OFFERS

*ALL TRADEMARKS AND LOGOS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS

MANGA VIDEOS

HUGE RANGE

CALL FOR LATEST RELEASES AND PRICES

Postage and Packing: Games £2·00 per game, £8·00 per machine

MAIL ORDER FORM

Please make all cheques payable to "Fire International Ltd"

Payment Method: ❑ Card ❑ Cheque ❑ Postal Order

Please include a contact phone number whenever possible to enable us to provide the best service

NAME

ADDRESS

TEL

CARD NUMBER

EXPIRY DATE ISS

STOCK TITLE	AMOUNT	P&P	TOTAL

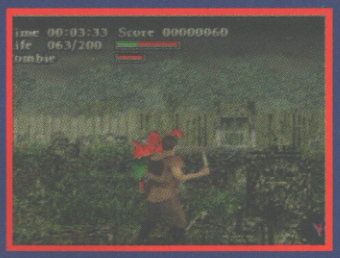
the new machines

SEGA SATURN

- SEGA SATURN
- RPG
- Sega
- £70-80 (Import)
- Out Now (Import)

▲ Hmm... stairs. These zombies don't trick me!

BE A MAN – HAVE A FIGHT



Fighting. We all know it's wrong, but it doesn't stop anyone from getting their kicks kicking someone else in a game. Well, hail Odin, because once again hitting, hurting and all things pain-inducing are, as usual, intrinsic cogs in the gameplay. But, contrary to the usual RPG trend, there's no faffing about with runs and rounds and hit points. Press the B button and your character prepares his weapon. Now B an C are used to attack whatever evil is in your path, and A guards against hits (it's a good idea to get a shield for this, though). Using the L and R buttons on top of the pad shuffle Man In a Tunic left and right for extra dodging capabilities too. Hooray.

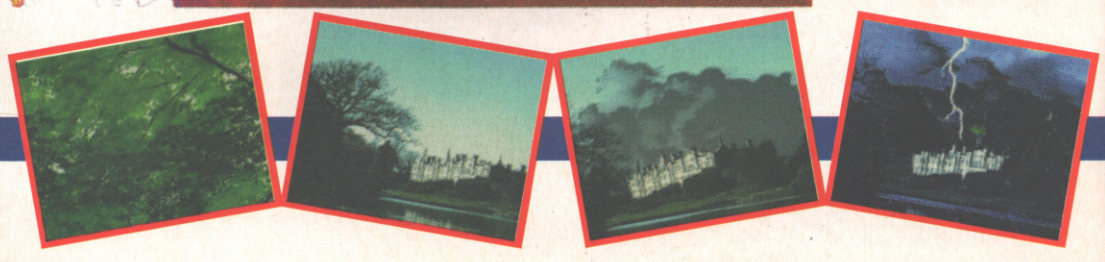
virtual

Hydlide to teach the world to sing in perfect har-mo-neee....

The great thing about high-spec PCs and Next Generation consoles is the new challenges they present to the world's acting community. Hollywood icons like James Dean and Rudolph Valentino are already signed up to play marauding zombies in Corpse Killer 2 from Digital Pictures, and rumours have it Kevin Costner has a personal interest in any further developments in the Theme Park saga. And then there's the opportunities created for previously unknown performers to get a foot in the door. In fact it wouldn't surprise us if the amount of

HEY – AN INTRO

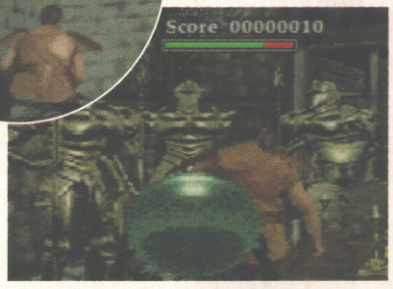
Like every game in the world these days, Hydlide has a lovely intro sequence. But this one's actually pretty smart, with lots of digitised movie footage and such. Go on, have a look. Isn't it lovely? Couldn't you just marry it, eh? We certainly could.



● PROGRAMMED BY T&E SOFT ● CONTACT COMPUTER EXCHANGE (0171-636 2666) FOR INFORMATION

◀ *Sometimes the stress of adventuring can just be too much for a man.*

A good suit is important for interviews. ▼



◀ *Ah... a misty scrubland. But I'm too clever to fall for that old one!*

HEAVYWEIGHT BOXES

Anyone who's spent their days poisoning themselves with evil lead figures playing Dungeons & Dragons should love Virtual Hydlide, because it dredges up ancient and irritating rules of encumbrance, whereby the more equipment your character carries the slower he moves. So, expect all the good stuff to weigh tons.

hydlide

▲ *Oh no, Mark's back from E3 early! Someone distract him with a pie quickly!*

new acting jobs created by games halved the jobless figures overnight. Just imagine, instead of gassing about college-days fringe theatre appearances, the newly-prominent stars of tomorrow may well fondly reminisce about an early career break as 'Man With a Gun' in Lethal Enforcers 2.

Those with an interest in the arts and who'd like to nurture some emerging talent might like to give Virtual Hydlide a crack. You play 'Man In a Tunic', a hardened RPG character who due to an unfortunate nuts accident walks, thanks to a wonderfully emotive performance from the central thespian, like he's got an upturned porcupine in his pants. Your job, as director if you will of this digitised screenplay, is to waddle him through a succession of harsh fantasy environments, doing battle with all manner of hideous monsters ('Man In a Goblin Suit', 'Woman With Sword') and finding some ancient lost treasure of some description. Or something like that anyway, you know what Japanese RPGs are like.

▲ *Go wild in the country, where snakes in the grass are absolutely free.*

▲ *The little circle in the corner is your compass. Follow the white line to your destination.*

VERDICT

SATURN

Virtual Hydlide makes a brave attempt to combat the problems associated with RPGs, but shoots itself royally in the head. Directly controlling one character around a free-form 360-degree environment should speed everything up, but man in a Tunic moves so slowly and the levels are so empty that Virtual Hydlide is at least as slow as any other RPG, but not as involving. If you can stand the (lack of) pace, you'll get on with VH, because as an RPG it's not bad, but as anything else it's poo.

RAD AUTOMATIC

GRAPHICS	81
SOUND	86
PLAYABILITY	76
VALUE	81

OVERALL

79

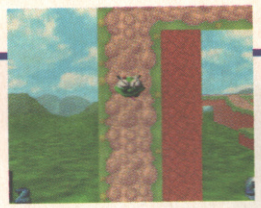
the new machines

■ SATURN
■ Sega

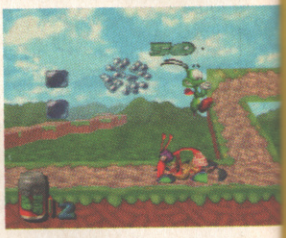
BUG

We all know Clockwork Knight was a bit pants – but can Sega's new Saturn platformer cut the mustard?

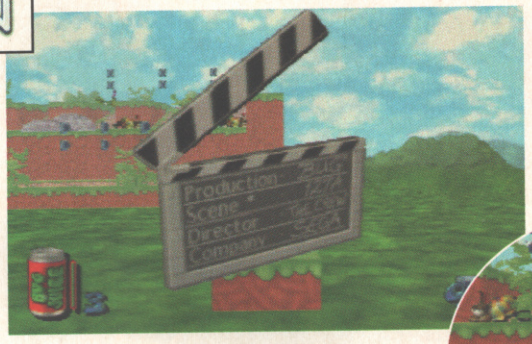
SEGA SATURN™

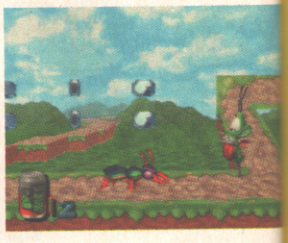


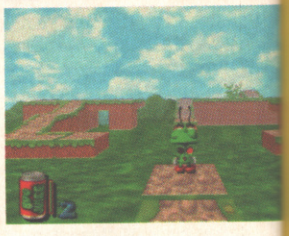
▲ When Bug goes a-climbin' vertically you get this lil' viewpoint of him.



▲ Anywhere where the trail is surrounded by a green verge Bug can't fall off the edge.







▲ Lots of gaps in the platforms could mean that you're (ahem) bug-gered.

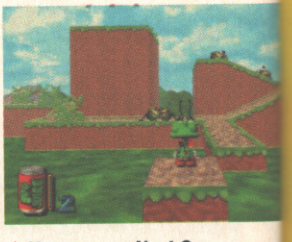
You've got to feel sorry for the Saturn, haven't you? I mean, it beat the other Next Generation consoles to the shops and launched with the superb Virtua Fighter, and since then it's done little to stun people (other than the excellent Panzer Dragoon).

And, as a little Falcon Crest-style sub-plot, in the meantime it's been trying its hardest to revolutionise the staid and strip-mined world of platform games. And it hasn't done very well, let's face it. Clockwork Knight, pretty though it was, was hardly a testimony to ground-breaking game design. And then Jumping Flash! comes along. It's a bit of a bugger really, so far as Sega are concerned.

But, obviously loathe to bring out the hedgehog cavalry so early in the game, Sega have a new champion waiting in the wings. He's only a little chap, being an insect as he is, but Sega are hoping his particular brand of platforming will prove to be as conversely huge as Bug is tiny. For you see, Bug is the latest practitioner of the burgeoning three-dimensional platform stylee. But instead of approaching the idea from a complicated first-person view and making things difficult for everyone, Bug is the kind of 3D platformer your lil' sister could play.

Bug himself is viewed from the standard flat-on third-person platform game view, with the level twisting and contorting and crossing over into the distance and our hero cavorting to suit. Bug, with its cartoony graphics and cutesy character, could be a decent hit-esque title for Sega, and you can find out if it is in a future issue of your supersoaraway CVG magazine!

▲ Now, when I was a nipper the only thing I wanted to do bugs was tread on 'em.



▲ You see yer Next Gen platformers are gonna go into the screen y' know.

● GAME BY SEGA USA ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

THE ONE

Do you know what's hot and what's not?

find out by completing this couldn't be easier-to-follow test. All of the following items are pretty 'hot' just at the moment, but, tantalisingly, only one of them will be available in your local newsagents from 28th June. Ah, now, but which is it?

A) The molten core of the planet Mercury (planet nearest the sun with surface temperatures approaching those enjoyed by visitors to Scarborough, Naples of the North)?

B) Justine Carlson (award winning, smooth-talking, car-driving ad manager of our sizzling magazine)?

C) A nice meat Phal (taste-bud stripping ruby from your local Indian Restaurant or takeaway)?

D) Mr. Hugh Grant's underpants (dark-blue M&S Y-fronts once worn by the raffish English actor, now 'for sale' for the right price)?

F) A cup of tea ('in' hot beverage apparently created by pouring boiling water onto the dried leaves of an Indian plant)?

E) The One in July featuring all* the piping hot goodies over there? ☞

* Probably

Sensible Golf Tips Book

Revelatory hole-by-hole account of Sensible Software's imminent(ish) gala of all things goofy 'n' golfy!

Free!

Super Street Fighter 2

ANOTHER THE ONE EXCLUSIVE!

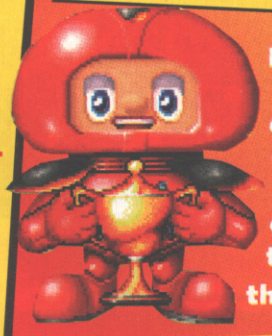
Unbelievable Super Street Fighter 2 demo featuring that absolutely amazing £10 off the full game voucher-thing we promised you, Guile-fully. (Aha-ha-ha!)

Alien Breed 3D

Doom-tastic alien adventure type-stuff! Hot enough to sear the gusset of the iciest ice maiden!

Blitz Bombers

THE BEST DEMOS, AS USUAL.



Bang away at the ballsiest bomb-disposal fest we've ever seen! Play the explosive demo and then enter our competition to design a level for the finished game!

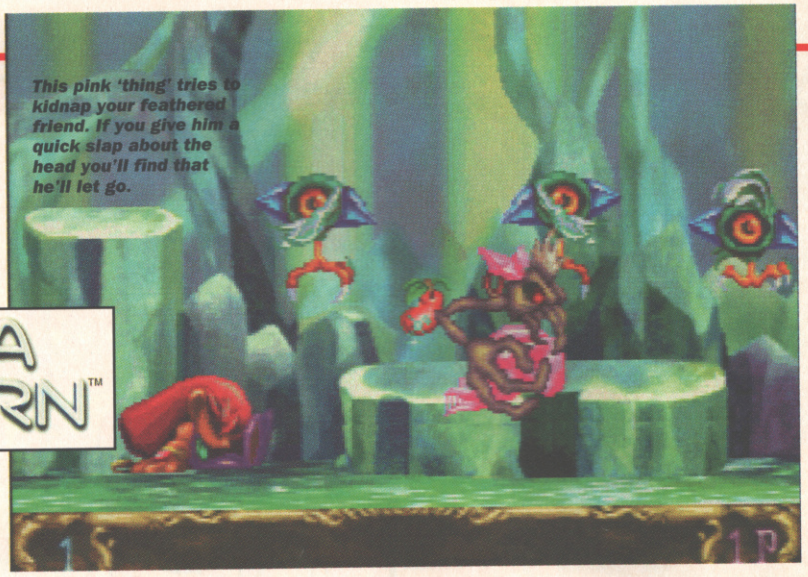
Baldies

Plus! Exclusive First Review! Come on! Get slap happy! There'll be bags of gameplay but absolutely no hair — and that's a promise!

the new machines

- SATURN
- Platform
- Sega
- £70 on import
- Out Now

SEGA SATURN™



This pink 'thing' tries to kidnap your feathered friend. If you give him a quick slap about the head you'll find that he'll let go.

OK, you were disappointed by Sega's first foray into the platform world on the Saturn – the rather lame Clockwork Knight. Have they learnt their lesson? Apparently not...

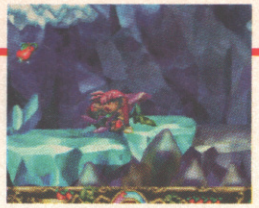
astel

Your guess is as good as mine when it comes to fathoming out Astal's plot. It's all explained in the cartoon style intro but since it's a Japanese game the text and speech is, surprisingly enough, in Japanese. Let's say it's about rescuing a princess ('cos these platform games invariably are) and that it's set over five large levels (because it is) which are broken down into smaller zones. Each level finishes with the obligatory boss from hell to dispose of.

Astal has a number of attacking moves to kill such nasties and once the first level is completed a bird is rescued and will aid Astal in a similar way that Tails helped out Mr Hedgehog in Sonic 2. Except this bird isn't as crap as Tails and doesn't conk out at the first sign of trouble.

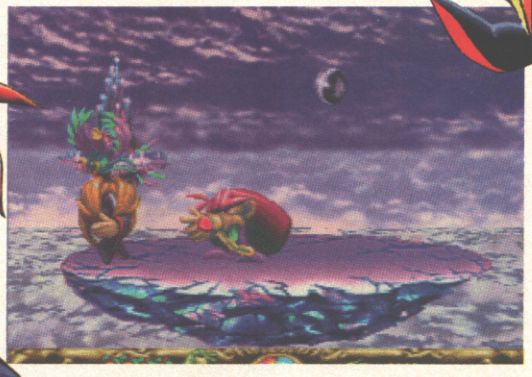
ASTAL LA VISTA!

Refreshingly Astal's intro strays away from pre–rendered Silicon Graphics footage and is cartoon based instead. There's still some clever effects though, particularly the flickering sepia tone style section where Astal reminisces about his kidnapped girlie. Aw, bless.



▲ *One level features an arrow attack from three archers. The arrows are simple to avoid though, so the whole exercise seems pretty pointless to me.*

▲ *Beans meanz smart bombz. So collect them all up OK?*



There are also magic beans which Astal can gather and turn into smart-bomb style weapons.

As a game Astal is very traditional in style. OK, so there's an intro, but it's cartoon based, there's none of your pre–rendered gubbins here. The game itself strays away from 3D in-yer-face visuals that are becoming so common in 32-bit games and apart from some neat sprite scaling and a wide variety of palette there's nothing on offer here that screams Next Gen. Still, it's playability that counts so does Astal deliver?

SECOND OPINION

Right, well, platformy shooters with nice Jap-style graphics are the sort of games I like to see on the New Machines, and if you take a look at Jumping Flash on the following pages you'll see and read exactly why. Which isn't really the case with Astal, because it's basically a 16-bit game but with some groovy rendered graphics. Gameplay is located in the mediocre department, afraid there's nowt new here.

GARY LORD

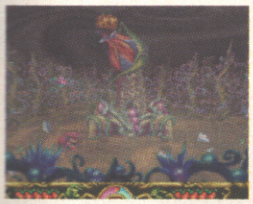
ALTERNATIVE

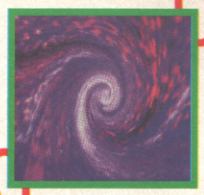
SNES

- **Donkey Kong Country**
- **Nintendo/£59.99**

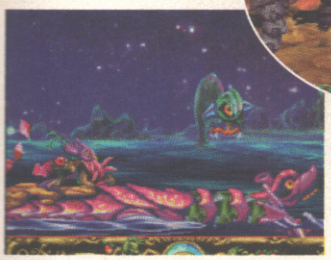
It might be Mario World with smart graphics, but that's one hell of a combination if you ask me. One of the best 'Next Gen' games so far and it's on the flippin' SNES!

- **ISSUE 157: 90%**





▲ *Each level culminates in a showdown with a boss. As they become damaged they break down into smaller but deadly foes.*



▲ *Astal has some subtle but clever programming tricks such as sprite scaling and this ginormous enemy sprite.*

VERDICT

SATURN

Astal is another average platformer from Sega. Much has been made of the graphics and it's true that there's some smart sprite scaling, but other sprites such as the dragons in the volcanic level are laughable, and the parallax scrolling is horribly wooden! Gameplay is shallow with a strange difficulty curve. Levels start off difficult but there's a knack to each one and once that's discovered you'll cruise through. There's only five levels and with a price tag of 70 quid this is poor value and one to avoid.

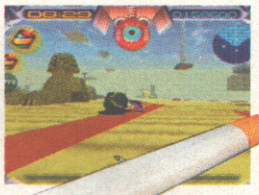
RIK SKEWS

RA	G	PH- 80
	ICS	81
	SOUND	72
	PL	RYA- 40

OVERALL

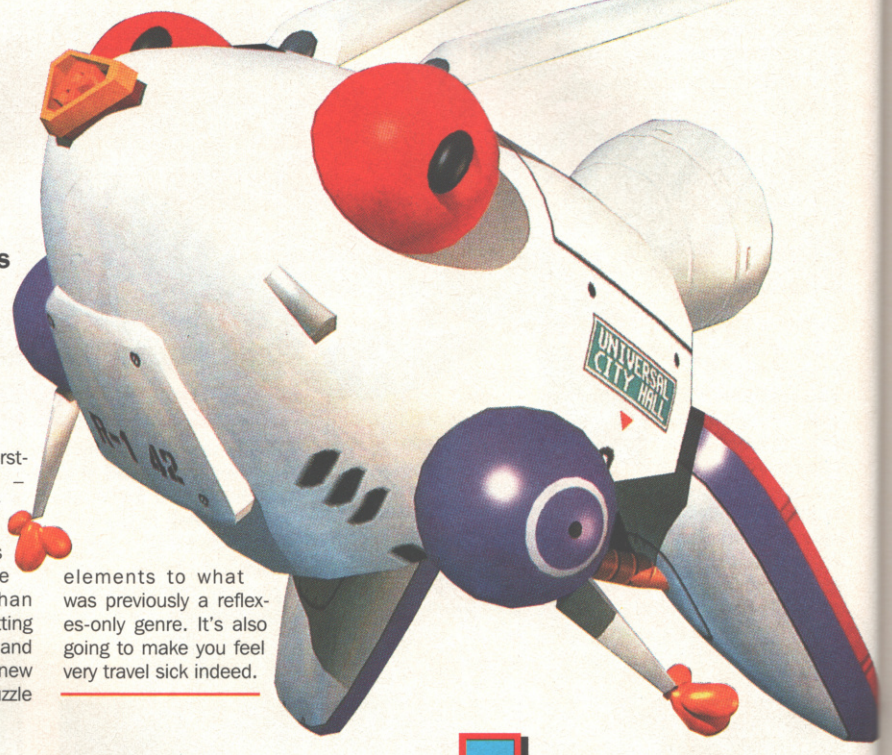
62

the new machines



- PLAYSTATION
- Platform
- Sony
- £70-£80
- Out Now
- No other versions planned
- No other versions available

Jumping Flash. It's a gas, gas, gas. As they say. What it really is though is a Next Gen platform game that is so radically different to anything that's gone before. Oh and it's a gas as well (ie funny)...

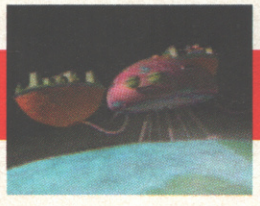
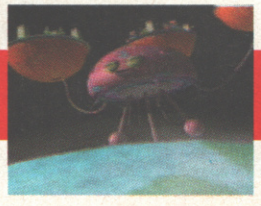


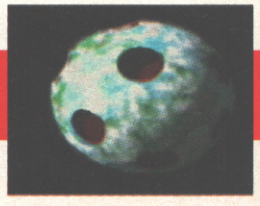
jumping flash!

CVG GOLD

Oh, don't you just hate titles with punctuated endings? Those stupid question marks and suchlike just get in the way of a sentence, and you're never sure whether to actually obey the literal command you're faced with or ignore it, and possibly muck up your reading flow. Jumping Flash! has one of these very titles. And, to cap it all, it's a platform game. Mind you, it also has a giant leaping robot space bunny, so it can't be all bad. And the main bad guy of the piece is the stupendously-monikered Baron Aloha, which is good for another few points.

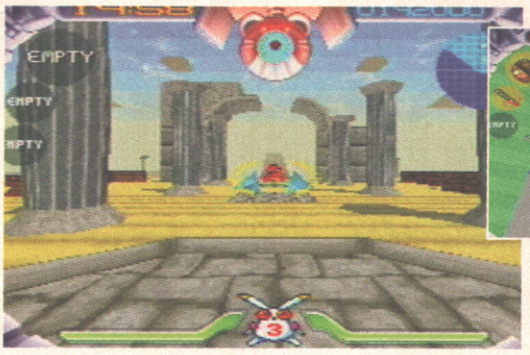
The other little element in favour of Jumping Flash! is that, as platform games go, it's rather original. This doesn't mean it's got a minecart section or a shoot-'em-up level – it actually does something radically different with possibly the tiredest game format of all. Jumping Flash! is a 3D platform game, with platforms on every horizon, and it's viewed from a first-person perspective – through the eyes of your bunny, so to speak. This obviously means there's a lot more to the jumping tomfoolery than just running right and hitting the A button every now and again. Indeed, it adds new strategic depths and puzzle elements to what was previously a reflexes-only genre. It's also going to make you feel very travel sick indeed.



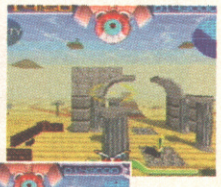
SPACE HOPPER

Jumping. Every platform game character does it, one way and another. But R-1 (as your robot bunny character is so catchily named) does things a little differently. A single press of the jump button produces what you'd expect – a small jump. But press the button again whilst you're in mid air and Frisky (as we call him) leaps miles up into the air, and casts his head down so you're able to view the descent. The easiest way to line up your landing is by using Frisky's shadow, although a sight is placed in the centre of the screen for this purpose. If you still don't think you've got enough elevation, a correctly timed third press at the peak of Frisky's second jump is good for an extra few feet. It takes a while to get used to all this, your first few jumps are incredibly disorientating, but once you adjust to Frisky's eyes it's as instinctive as taking a wee.

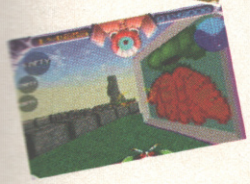


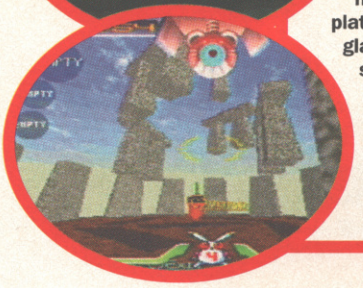
▲ *Of all the pictures to caption in the world, it has to be the one which doesn't make Jumping Flash! look exciting.*

◀ *Only you, giant robot space bunny, can save Stonehenge from evil aliens. Maaan.*



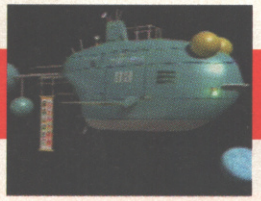
▼ *The Egyptian level is ace, especially as you can jump all over the Sphinx. Which isn't allowed.*

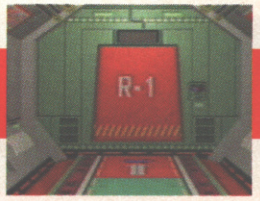


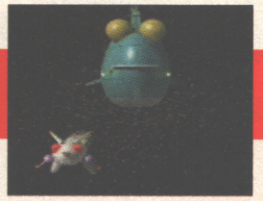


EYES DOWN

The trouble with having three dimensions to peruse is that it's very hard to see exactly where everything is in relation to your own bad self. But fear not platfans, for Frisky's incredible neck allows him to look not just around himself on the horizontal plane, but also to gaze up and even down – JUST LIKE REAL LIFE – by pressing the top buttons on the PSX controller. As always, though, there are conditions under which it's inadvisable to try this. The first is whilst moving, as you'll end up crashing into an enemy, getting lost or plummeting off the edge of the level (which spells instant doom). The second is when you're already quite high up on a platform, as the glare from the sun can all to easily blind a sensitive bunny and disorientate the player even more.



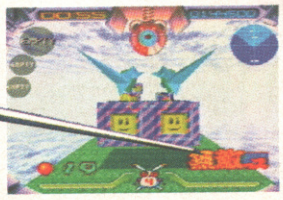




jumping flash!

PLAYBOY BUNNY

Aah, what would a platform game be without a bonus bonus-collecting bonus level? Not much different, we reckon, but that's not the point. The point is that most levels have, secreted somewhere about their person, a bonus icon. They're usually rather hard to reach, but once you collect one you're whisked to a power-up Avalon. Balloons of various colours are scattered wantonly around the level, some on blocks, some on the floor. Your job is to bounce upon or shoot these, whereupon they release their iconic beauty. But beware, as you're only granted a limited time allowance in which to gorge yourself on bonuses.



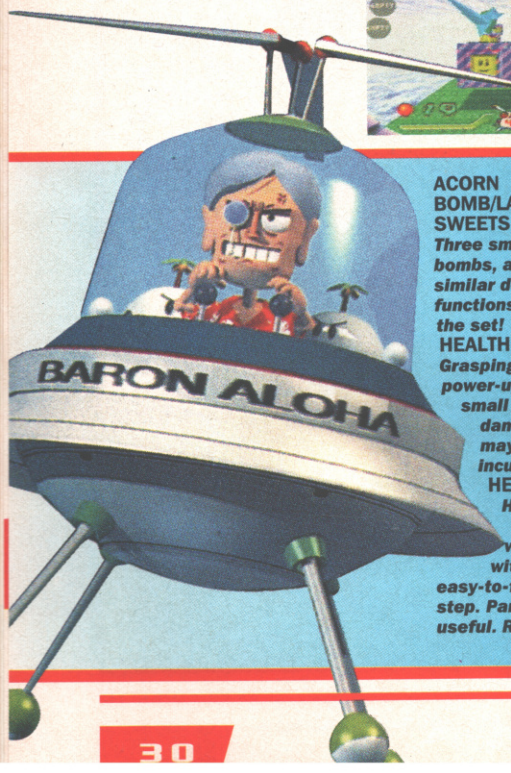
◀ *Shoot balloons to release the bonus goodies contained therein. Or jump on them. We're not bothered. Go ahead.*

▲ *This bit takes some explaining, but doesn't actually do anything. So don't worry.*

▼ *Frisky checks his descent. Use the gun sights or shadow to guide him.*

ICON TINA TURNER

Power-ups. Bonuses. Icons. Call 'em what you like, they're the meat and potatoes of games character enhancement. Luckily for Jumping Flash! players, there are three whole dimensions of the bleeders to collect. Here's a quick rundown of what they are and what they do.



ACORN BOMB/LASERS/SWEETS BOMB
Three smart bombs, all with similar destructive functions. Collect the set!

HEALTH-UP
Grasping this power-up heals a small amount of damage Frisky may have incurred.

HEALTH-MAX
Heals all known wounds with a single easy-to-follow step. Particularly useful. Remember the in-level locations of these.

1-UP
An extra life is yours for the taking simply by collecting the bunny-adorned 1-Up icon.

MAGIC BEAN
It might look like a cold capsule or some drugs from Grange Hill, but this is in fact an invincibility icon. Mind you, it also makes the screen oscillate with vibrant primary colours, so perhaps Zammo did have a quick go at it.

TIME-UP
Adds 30 seconds to your dwindling time supply. However, the time limits are fairly generous anyway, so these aren't that useful.

TIME STOP
Freezes all enemies, moving platforms, bosses, icons, magnetic walkways and all other things which utilise motion. Except yourself. Also turns the playfield a nice shade of sepia.

COINS
Points. Just points, right? These coins bolster your score. So if high scores are important to your well-being you'll like them.

JETPOD
Your very raison d'etre. Each level contains a certain number of jetpods, all of which require collecting before you're allowed to exit the level. Fortunately they're indicated on the horizon with a yellow JETPOD sign, should you gaze at the right spot.

WARREN EXPLOSION

Frisky, as a well-armed fellow, can carry up to three smart bombs at any one time. There are various varieties of these, from bombs which look like acorns to ones which fire what look like green-and-yellow liquorice bootlaces. These are the ideal complement to his (pretty tame) blasters, which are useful for taking out regular in-level baddies, but which are almost useless against the giant bosses which occupy the third and final stage of each world. Always keep your smart bomb levels topped up.

▲ *This dragon boss doesn't normally look like this. He's just temporarily flashing after being shot.*

▲ *This game really does have the most amazing feeling of elevation.*

SECOND OPINION

This new PSX platformer is what Next Generation gaming is all about, mainly because there's just no way that you could ever produce a game of this kind on a 16-bit machine. The idea of leaping from one platform to another is simple but not very innovative, and although it incorporates many elements of past games like Mario, Sonic it does so in a totally unique way. Plus it has that mad, Japanese feel to it: brilliance beyond belief.

GARY LORD

◀ *Warning: do not fry an egg over a volcano in real life. It may prove hazardous.*

Look, it's the dragon boss again. And this time he's fully visible. Take a good look. ▶

◀ *Well, that looks like an exit to me all right. I'd leap on it if I were you, old bunny.*

RABBIT RADAR

As a giant robot-leaping space bunny it's only natural that you're going to have a few on-board extras. One of these is your radar which appears as a blue circle in the top right of the screen. Your field of vision is illuminated in a lighter shade of blue. Enemies are white dots, while jetpods flashing red ones. It takes a while to get used to the radar, since it's only two dimensional, so you're never sure at exactly what elevation the object in question is.

VERDICT

PLAYSTATION

Jumping Flash! is a big leap forward in platform games. It's also the sort of game your mum would never learn to play in a million years. Once you've orientated yourself to the unusual viewpoint, and got used to the feeling of elevation, you still find yourself twisting and contorting in your seat as you take each jump, such is the level of realism. But it isn't just the spectacular feeling of being there that makes Jumping Flash! so outstanding. It's also an imaginative, challenging and highly playable platform game.

RAD AUTOMATIC

GRAPHICS	98
SOUND	92
PLAYABILITY	97
VALUE	93

OVERALL

97

CVG GOLD

in the bag

It's the forum with the morum – it's the CVG In The Bag letters section! Why don't you try writing to us at IN THE BAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU, or e-mail us through the mists of cyberspace at @emapimag.demon.co.uk. Gaming-related letters are preferred, but we'll probably print anything.

WRITE TO:
IN THE BAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU OR E-MAILCVG @ emapimag.demon.co.uk.

happy and well-adjusted chap

Dear Sir/Madam,
Just to further your reply to issue 162's letter of the month from Øistein Johan Eide of Norway:

His letter was on the whole a very sensible and well put view of the current console scene. However, I disagree with him recommending readers to fork out for a PlayStation on IMPORT now, without waiting a few months for the official UK release, for the following reasons:

First of all comes the very important issue of price – I'm lucky enough to have been in full-time employment for the last four-and-a-half years, however there is no way I could afford the import price of around £500 for the machine, then another £50 plus for a convertor to allow it to work on a UK mains supply, and the £80 plus expected for the software and still pay my monthly bills (rent/council tax/food etc)! This obviously would apply to the Saturn as well.

Secondly, he seems to have taken a short-sighted view of the future. Barring global nuclear war or massive global disease etc, it's very likely we will (hopefully) live to a ripe old age – I hope to be playing video games when I'm 90!

Also, he failed to point out the following important facts:

1) By the time the machines are released in the UK there should be a wider range of quality software available on both machines – instead of the few currently on offer.

2) Not wishing to be biased in any way, but Sega seem to be repeating the same trend seen in many Mega Drive games – ie amazing graphics/sound but no depth or real difficulty in completion of the title (witness Clockwork Knight and Panzer Dragoon). Let's hope this doesn't continue as £80 plus is a lot for a few nights of gameplay!

3) Finally, seeing as both machines are fairly evenly speeded technically, it will come down to price, quantity and quality of software support available to decide the overall winner!

Sorry to go on so long, but I feel these issues need to be brought home to the 'my machine's better than your machine' type of people who have been around since the C64/Atari/Speccy days – the which machine's best argument was stale then and it hasn't improved with age!

Ross Stillifant, Holsworthy, Devon

CVG: Another shockingly well-reasoned letter there. Well what do other readers think? Are we all going to be dead tomorrow? Or should we wait for the official releases of these contentious machines?

LETTER OF THE MONTH £20 PRIZE WINNER

poor old darryl

Dear C&VG,
I noticed in your last issue a letter from Darryl Still of Atari UK.

I liked his comments about racing cars when comparing consoles, but he overlooked one thing. None of them go without petrol! Where is the petrol for the Jaguar, or rather, where are the games? In fact where is the CD player? Perhaps it's being sold by a six-foot invisible rabbit called Harvey, which is why I haven't seen one? Every time I ask at Silica, I'm given a new release date.

Where were all the television adverts over the Christmas period? Surely it would have been good marketing practice to actually try to sell the machine that you produce?

You'd think that Atari would have learned from their mistakes by now. I've had my Jag a year and if it wasn't for Doom I would have sold it long ago. It might not be the exact same as the PC version, but PCs aren't available for £200.

In my opinion, Darryl Still couldn't market condoms in a brothel.
Noel Wallace, Carluke, Scotland

CVG: Congratulations Noel – you're the 700th person to stretch Darryl's motor racing analogy! I wonder how long we can keep this up? This could become an issue and we'll end up going on about hubcaps. Anyway – point taken.

good old darryl

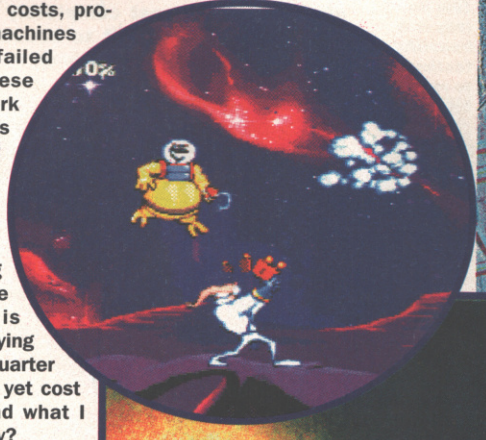
Dear CVG,
There has been a lot of talk in your magazine recently about Darryl Still's Jaguar/Saturn/PSX comparison. All three machines are very powerful, outclassing anything else in the console world at the moment. The Jaguar has received more than its fair share of bad press recently, for a number of reasons. We all know that Darryl Still's letter was never going to be an unbiased and objective argument in the Jag vs Saturn/PSX debate and he would gain little but a slating from PSX/Saturn owners. In terms of sheer straight-line, flat-out processor speed, the Jaguar comes out on top. Perhaps not by as much as Darryl Still suggested, but it does come out on top, purely on the merit of its high bus bandwidth and 64-bit data bus. Comparing 64-bit to 32-bit is an unfair comparison, but that is just what the machines are based on. Darryl Still's comment about the Jag's sound system is fair. It is better than any of the 16-bit audio, the same as all the new consoles and multimedia PCs. The question of graphics is a complicated one. Again, the Jag uses the Super Console general standard of 16.8 million colours, again just as the PSX and Saturn. The Jag does have a pretty damn high rendering speed of 850 million pixels per second. I don't know about the PSX and Saturn. I won't attempt to compare 3D polygon power, because it is so complicated and there is no real standard to judge it on.

Though the Jag hardware is well within the range of the PlayStation and Saturn, if not ahead, and the Jaguar games scene is improving with the Jag CD giving programmers more freedom. The Jag is starting to gain strength, and the longer it takes for the Saturn and PlayStation to arrive the longer the Jag accumulates more owners. You probably won't agree with everything I said, if anything, but it is the truth.
Michael Bolton.

get a job, pauper

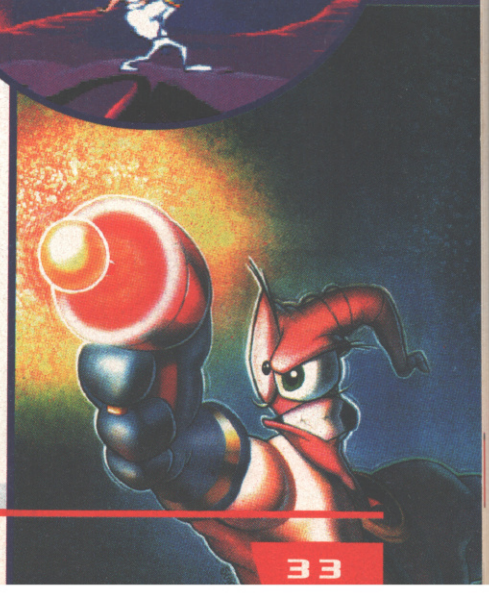
Dear CVG,
I am writing about that crusty old subject, the price of games. Software houses like Sega, Virgin etc say that the reason for the high price of games are development costs, shipping and distribution. With the videogame revenue being nearly as much as that of movies, you'd think that game manufacturers could bring out games for £20 on average (videos cost £10-20). Dave Perry said that the budget for Earthworm Jim was between £2-3 million, the average movie budget would be £15-20 million (low budget would be twice that of Earthworm Jim). I would not imagine videos are more mass market than videogames.

On the subject of development costs, programmers say that with new machines the voices of real actors (ie failed 'Hollywood stars') bump up these costs. Now, can actors like Mark Hamill or Grace Jones cost as much as Jack Nicholson cost for Batman ($60 million)?



Then there's advertising. Sega have ads for big games, just like Warner Bros or Universal have ads for big movies. Sometimes with movie tie-in games the advertising is already done. Look, what I am trying to say is games do not cost a quarter as much as movies do to make, yet cost four times as much to buy. And what I want to know is, quite simply, why?
John F. Templeogue, Dublin, Ireland

CVG: The thing is, John, movies have long runs in cinemas before they're available to buy, and film companies make loads of cash that way. And film producers don't have to pay a royalty to every cinema just for the privilage of using their screen, unlike poor old cartridge developers. Plus chips are more expensive than film. And there are facilities to manufacture lots of films in Britain, whereas most disks and carts are produced overseas. That's why.



WORK IN PROGRESS

PC

■ £Unconfirmed
■ Beat-'em-up
■ GTE Interactive

■ Programmed by Argonaut Software ■ Initiated 1993 ■ 90% complete ■ No other versions planned ■ No other versions available ■ Estimated release July

FX FIGHTER

This lovely lady is a beautiful testimony to rendering. ▼

Ah-ha, you thought it was lost in the time space continuum but it's not, it's just that Argonaut are being really fussy about tweaking the gameplay. Anyhow here it is, FX Fighter the preview take two.

Late last year, December to be exact, we ran a preview on FX Fighter. If you've still got a copy of that mag it would be well worth comparing the shots with those in front of you now. In the time that's drifted past FX seems to have evolved almost completely and looks set to become a first of its kind on the PC.

Now those fortunate enough to have twiddled with a PlayStation will have no doubt marvelled and cooed at the sight, smell and general tingling sensation that Tekken brings on. But for PC owners, no such luck it can't be done, or so it was thought; PC owners get down on your hands and knees now! Prey to the god of gaming, Gamos, and throw in a very huge cheer to BRender for making it possible for a PC to drag polygons around so quickly.

In typical beat-'em-up fashion you'll get nine texture-mapped characters each wishing to rip the small polygon's that they keep in their texture mapped pants off of each other. After what sounds like quite enough, the victor emerges to challenge a psycho cyborg who hasn't been floored in 200 years, which makes him almost as tough as Iron Mike Tyson, who wins toughest in the universe 'cos he's done bird (that's prison rather than any type of reference to the feathered kind or other, if you're reading Mister Tyson, sir).

At the moment motion capturing is the darling of the industry, everybody's either using it or just about to, and it seems that it's any excuse to get your pet dog in an alien suit to motion capture it. Well, FX Fighter is no different and all the kicks, punches and rolls were captured using top martial arts-type people who live in caves on desolate

◀ An early shot that shows FX Fighter during its polygon days.

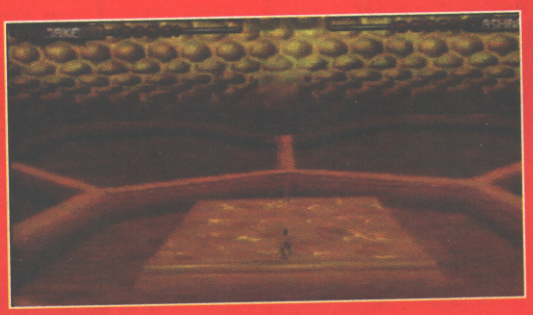
Loveley sketches of your nine console style fighters. ▶

Let's twist again like we did last preview. ▶

FX will be full of combo's and multi hits. ▼

ROOM WITH A VIEW

FX Fighter uses some spectacular backdrops as the arena for fighting, as you can see from the shots on the right. It's gets even more impressive and sexy looking when you see the camera zooming in and out until it pans in on the action at the start of a bout.



● GAME BY ARGONAUT ● CONTACT PHILIPS INTERACTIVE MEDIA (0171-911 3094) FOR INFORMATION

SHADY TRIO

As you can see from this shot FX Fighter allows you to alter the detail level during play depending on the power of your PC.

mountain slopes, eat berries and rusty objects while continually thinking of new ways to inflict pain on people.

Like all the finest in its class, FX Fighter's characters will all boast over 40 moves each, including all the multiple hit attacks and combos a beat-'em-up freak could wish for. FX will also have wide screen options, various views and the dreamy tracking camera that Virtua, Toh Shin Den and Tekken employ.

Best of all, for fans of this genre, is the fact that FX Fighter has been written with the Gravis joypad specifically in mind. So rather than fumbling around on a huge keypad trying to work out a combo, you can luxuriate in a SNES-style-button bashing routine.

Programmers Argonaut, famous for among other things Starwing, are also promising that we won't get a Rise of the Robots out of them and not only will it look stunning, but that it's having plenty of time invested in the playability.

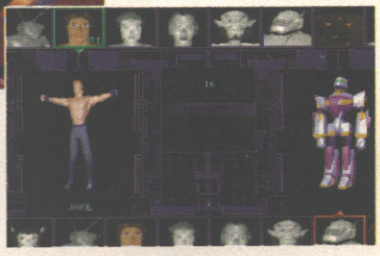
Release is scheduled for about July, so until you get the full lo-down in review form from your fav-ourite mag, just drool at these shots (they are taken from a playable demo)! Oh, and try not to cream your shorts at the fact that Argonaut claim FX can run, quite playably, on a 486 33mhz, with only a small reduction in detail.

▲ Here's one lady you just wouldn't want to mess around with.

▲ The action looks as though it's going to be fast paced.

▲ Be careful kids, it can be very dangerous if you ever put your ring out!

◀ Just check out that texture-mapped pussy.

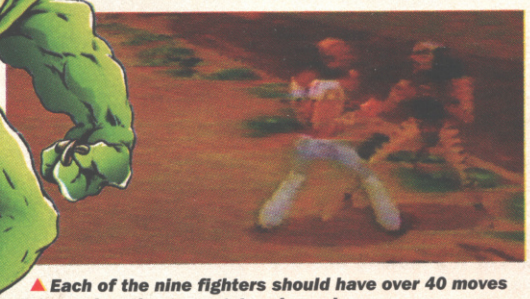


▲ Here in the options screen the FX Fighter team line up for your approval.

▲ FX Fighter uses similiar techniques to games like Tekken and Virtua Fighter with virtual cameras making for some exciting battles.

▲ FX Fighter looks to have some brilliant animations.

▲ This is the mad geezer who hasn't been floored for over 200 years, not even after strong lager!



▲ Each of the nine fighters should have over 40 moves a piece when the game gets released.

TEXTURE TEASER

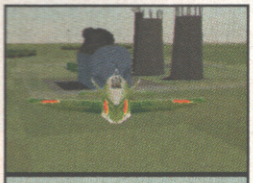
This really proves beyond all shadow of a doubt how much FX has changed since you last saw it. Check out the difference with and without texture mapping

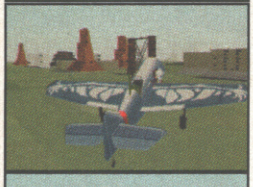
WORK IN PROGRESS

■ PC & PC CD-ROM

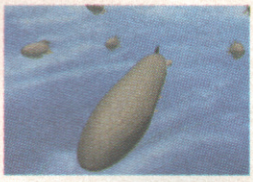
■ £44.99
■ Flight Sim
■ Mindscape

■ Programmed by Rowan Software ■ Initiated Late 1994 ■ 85% complete ■ No other versions planned ■ No other versions available ■ Estimated release September 1995





▲ VGA and sumptuous SVGA graphics options.

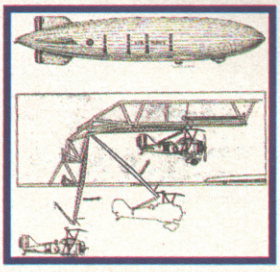


AIR POWER

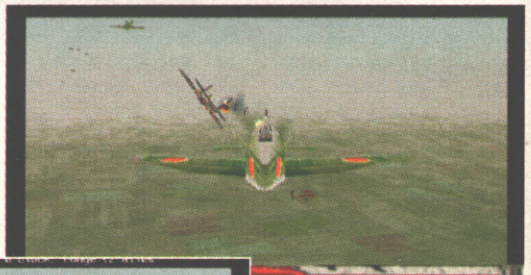
War, what is it good for? Computer games spring to mind, but then that's my occupation. If I was in a parallel world, though, and a member of the Arayan Dynasty (the ruling family of the land mass that we in our world call Russia) whose patriarch (the emperor) had just popped his clogs, then war would be what I would use to claim the empire as my own, and get rid of my three rival peers.

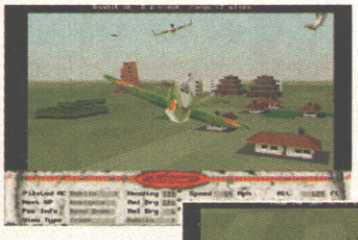
Such is the plot for Rowan Software's latest addition to an already formidable diskography of flight sims (Falcon, Reach for the Skies, Dawn Patrol). What's going to be different about Air Power though is that there's more of a strategy-adventure element to the game. It doesn't stop there though, oh no, along with eight 'fictional' new aircraft that you can fly there are also Chromakeyed real actors incorporated into the 3D scenes, 12 minutes of video animation and film footage, some excellent new combat manoeuvres and some top new special FX. It's looking like it's going to go sky high this one.

IT'S SCHWING TIME



Instead of a runway, or an aircraft carrier, in Air Power the method of take off is based on two purpose-built airships built by the US in the 20s and 30s that carried scout planes on their undercarriage. In the game the airships literally launch the fighters into mid-air, and this pic' here is a diagram of one of the original air ships. I think I'd rather take the train myself.

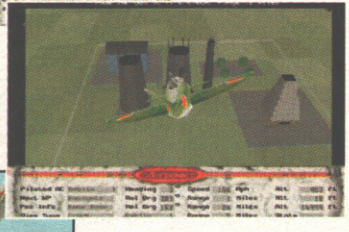
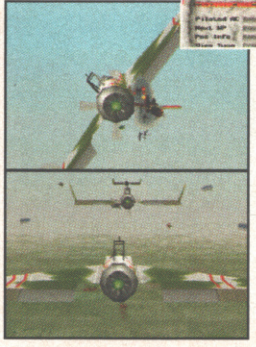


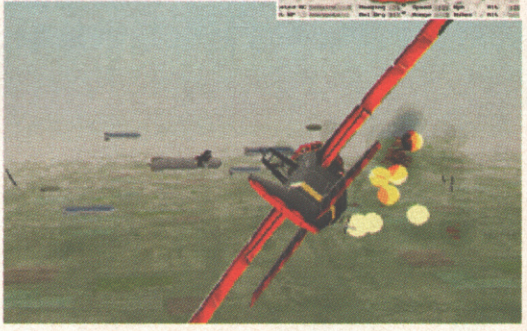


The fictional setting of the game has enabled the Rowan team's creativity streak to go a bit wild, as you can see by the fighters! ▼

▲ "Oi, airship bloke, it's Hindenburg time for you."

▲ There's going to be one main campaign and 12 one-off missions as well.



● GAME BY ROWAN SOFTWARE ● CONTACT MINDSCAPE (01444 246333) FOR INFORMATION

RAVEN GAMES LONDON

74 BROMLEY ROAD, BECKENHAM KENT BR3 2NP

TEL: 0181 663 6810 MAIL ORDER/ CREDIT CARD LINE: 0181 663 6822 FAX: 0181 663 0046

FIRST WITH THE LATEST RELEASES

OWN YOUR OWN ARCADE MACHINE

SUPER GUN DELUXE inc. 6 BUTTON PAD £149.99

AS SEEN ON ITV'S BAD INFLUENCE AND REVIEWED IN EDGE THREE

6 BUTTON CAPCOM STICK £49.99
6 BUTTON PAD £19.99

OTHER EXTRAS AVAILABLE - S.A.E. FOR FULL LIST

PCB VIDEO (VERSION II) -
SHOWS LOADS OF OLD CLASSICS ..... £4.99 P&P £1.50

NEO GEO

NEO GEO CD JOYSTICK £49.99
NEO GEO CD (PAL OR SCART) INC. 2 PADS + GAME +2 VIDEOS £399.99
NEO GEO VIDEO - SHOWS EVERY GAME ..... £4.99 P&P £1.50

SOFTWARE

SAMURAI SHODOWN II (CD) £59.99
KING OF FIGHTERS 94 (CD) £54.99
SIDE KICK SOCCER II (CD) £44.99
FATAL FURY SPECIAL (CD) £44.99
LAST RESORT (CD) £34.99
NAM 75 (CD) £29.99
BOWLING (CD) £29.99
ALPHA MISSION II (CD) £29.99
TOP PLAYERS GOLF (CD) £29.99
BASEBALL STARS II (CD) £34.99
KING OF THE MONSTERS II (CD) £34.99
WORLD HEROES JET (CD) £54.99
2020 BASEBALL (CD) £49.99
VIEWPOINT (CD) £49.99
GHOST PILOTS (CD) £54.99
SENGEKO (CD) £49.99
SOCCER BRAWL (CD) £54.99
FATAL FURY III (CD) £59.99
SENGEKO II (CD) £49.99
POWER SPIKES II (CD) £54.99
BASEBALL STARS (CD) £39.99
CYBERLIP (CD) £49.99
3 COUNT BOUT (CD) £49.99
PUZZLE BOBBLE (CD) £54.99
ROBO ARMY (CD) £49.99
SIDE KICKS III (CD) ..... JUNE
GALAXY FIGHT (CD) ..... JUNE
DOUBLE DRAGON (CD) ..... JUNE
SAMURAI SHODOWN II (CART) £139.99

3DO

3DO GOLDSTAR USA NTSC inc.
2 Games/Photo CD/Scart Box + Fifa Soccer £449.99
GOLDSTAR FMV Cart inc. Total Recall £149.99
Sampler Disc 3 (including Wing Commander III) £9.99
3DO USA NTSC inc.Game + Scart Box £449.99
Panasonic FZ-10 ..... NOW AVAILABLE
Panasonic Joypad £39.99
6 Button Joypad £34.99
Scart Box £64.99
Japanese Magazine ..... PLEASE RING
SNES Joypad Adaptors £29.99
3DO Game Secrets Book, 282 Pages, 28 game hints + Cheats £14.99

S.A.E. FOR FULL LIST
LATEST RELEASES

GEX £39.99
WICKED 18 GOLF £49.99
SHOCKWAVE 2 ..... £29.99
QUARANTINE £34.99
MYST - £49.99
FLASHBACK £39.99
RISE OF THE ROBOTS £49.99
HELL £39.99
IRON ANGEL £49.99
WING COMMANDER III ..... JUNE
DAEDALUS ENCOUNTER ..... JUNE
DOOM ..... PLEASE RING
SLAM & JAM 95 ..... PLEASE RING
SPACE HULK ..... PLEASE RING
PO'ED ..... PLEASE RING
DI'S DINER ..... PLEASE RING
KILLING GAME SHOW ..... PLEASE RING
FLYING NIGHTMARES ..... PLEASE RING

PC Engine

100'S OF NEW PC ENGINE GAMES FROM £9.99
PC ENGINE FX £549.99
PC HAND HELD £99.99

ACCESSORIES IN STOCK

JOYSTICKS * 5 PLAYER TAP * SYSTEM CARDS
JAPANESE MAGAZINES * TIPS BOOKS * CD ROM
ALL ACCESSORIES IN STOCK

SEGA 32X / MEGADRIVE

HAVE YOUR MACHINE CONVERTED TO RUN EVERY GAME
50/60 HZ JAP TEXT /UK TEXT ..... £25 P&P £6

SEGA SATURN

SEGA SATURN NTSC / SCART INC. VIRTUA FIGHTERS £499.99
HITACHI HI SATURN INC. VIDEO CART & 2 GAMES £674.99
USA SATURN ..... PLEASE RING
SEGA SATURN JAPANESE MAGAZINE £9.99
JOYPADS/JOYSTICKS/STEERING WHEEL ..... PLEASE RING
* RIGLORD SAGA * VICTORY GOAL - £29.99
* PEBBLE BEACH GOLF * DAYTONA * DEADALUS *
* SHIN SHINOBI * GRAN CHASER * ASTAL *

Nintendo/SNES

HAVE YOUR UK SNES CONVERTED TO 50/60HZ ..... £35 P&P £6
RING FOR LATEST USA / JAPANESE RELEASES
S.A.E. FOR FULL LIST

SONY PLAYSTATION

SONY PLAYSTATION INC. RIDGE RACER £519.99
ACTION REPLAY £29.99
SCART CONVERSION / SCART LEADS AVAILABLE ..... PLEASE RING
JOYPAD/ NAMCO PAD / MEMORY CARD ..... PLEASE RING
JAPANESE MAGAZINES £9.99
* GUNNERS HEAVEN * BOXERS ROAD * NIGHT STRIKER *
* BOUNTY ARMS * TEKKEN * JUMPING FLASH * GUNDAM *

JAGUAR

JAGUAR VIDEO SHOWING 30 GAMES ..... £4.99 P&P £1.50
JAGUAR CD ..... PLEASE RING
SCART LEAD - £14.99* S/VHS VIDEO COMPOSITE LEAD £14.99
BUBSY £29.99*ZOOL II £29.99*CLUB DRIVE £34.99*
DRAGON £29.99

WE ALSO STOCK

• LYNX ONLY £24.99 • FM TOWNS MARTY • NES •
• GAME GEAR •GAMEBOY • MASTERSYSTEM •
PC CD ROM • JAPANESE MUSIC CDS • MANGA •

WE STOCK A MASSIVE SELECTION OF SECOND HAND GAMES

OPENING HOURS MONDAY -SATURDAY 10AM -5.30PM WEDNESDAY 10AM - 1PM

P&P GAMES, MAGAZINES, PADS £1.50, WE ARE NOT JUST A MAIL ORDER COMPANY COME AND SEE US AT THE ABOVE ADDRESS AND SEE ALL THE ABOVE MACHINES ON DISPLAY. *S.A.E. FOR FULL LIST. PLEASE MAKE CHEQUES PAYABLE TO: RAVEN GAMES ABOVE PRICES ARE MAIL ORDER ONLY. SHOP PRICES MAY VARY.NEXT DAY DELIVERY. TRADE ENQUIRIES WELCOME*

BOVIS HOUSE
VICTORIA ROAD
HARTLEPOOL
CLEVELAND TS26 8DB
TEL: 01429 869459 (4 lines)
FAX: 01429 274660

Dream MACHINES 2

DREAM MACHINES 2
OPENING HOURS:
MON-SAT 10AM-6PM
CREDIT CARDS
ACCEPTED

SEGA SATURN

CALL FOR OUR LATEST PACK PRICE

STEERING WHEEL, JOYPADS AND JOYSTICKS ALL IN STOCK

GAMES INCLUDE:

GRAND CHASER (NEW!!!), DAYTONA USA, VICTORY GOAL, CLOCKWORK KNIGHT, ASTAL, PANZER DRAGOON, DEADALUS, VIRTUA FIGHTER, GALE RACER

NEO-GEO SYSTEMS (PAL OR SCART WITH 2 PADS, SAMURAI SHODOWN II & KING OF FIGHTERS' 94 ONLY £425!
WE STOCK ALL SOFTWARE FOR CARTRIDGE & CD

MEGADRIVE, MEGA CD & SNES OWNERS DON'T HAVE TO FEEL LEFT OUT - WE STOCK MANY UK USA & JAPANESE TITLES

NEW GAMES ARRIVING EVERY WEEK SO IF YOU KNOW WHAT YOU'RE LOOKING FOR DON'T HESITATE TO CALL!

COMING SOON TO YOUR SATURN:

SHIN SHINOBI DEN - JUNE 20TH
MAGICAL KNIGHT RAYEARTH, BLUE SEED, RYGLORD SAGA - RPG
VIRTUA FIGHTER 2, X-MEN - FIGHTING
VIRTUA COP, DARIUS GARDEN, RAYFORCE - SHOOTING
MANY WEIRD & WONDERFUL PLAYSTATION GAMES WHICH HAVE HARD TO SPELL NAMES ARE DUE OUT SHORTLY
- PLEASE CALL FOR DATES -

DO YOU OWN A PC ENGINE?
THINK ITS A GREAT SYSTEM, BUT GAMES ARE HARD TO FIND?
WELL, GIVE US A CALL!
WE STOCK MORE HuCARD & CD TITLES THAN ANYONE ELSE IN THE UK!
(COMPREHENSIVE PRICE LIST AVAILABLE)

SONY PLAYSTATION

CALL FOR OUR LATEST PACK PRICE

SCART LEADS, JOYPADS AND JOYSTICKS ALL IN STOCK

GAMES INCLUDE:

JUMPING FLASH, TEKKEN, GUNNER'S HEAVEN, RIDGE RACER, KILEAK THE BLOOD, CYBER SLED, MOTOR TOON GP, RAIDEN, TOH SHIN DEN

WE HAVE A LARGE SELECTION OF NEW & USED 3DO TITLES. USED SYSTEMS (UK & USA!) AT GREAT PRICES CONSTANTLY ARRIVING IN OUR STORE!

WE HAVE LARGE & VARIED STOCKS - IF YOU'RE SEARCHING FOR THAT EVASIVE TITLE, MAYBE WE CAN HELP!
FM TOWNS MARTY & PX-FX AVAILABLE - PLEASE CALL

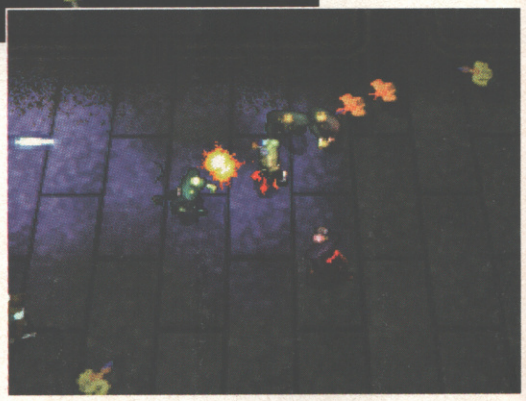
gremlin in the

Gremlin's latest bevy of releases gets the preview treatment this month without a even a sniff of that ant thingy from the N'th dimension or that female type thing he picked up for the sequel...

loaded

PLAYSTATION
Expected release: OCTOBER

◀ *Quality rendered bloke with big muscles and guns.*



▼ *Loaded is going to be a top-down-shoot-your-mother-if-she-gets-in-the-way-affair.*

Good news for PlayStation owners because the bizarre mind of 2000 AD artist Greg Staples is set to spin into the machine's CD drive courtesy of Gremlin. Revenge, violence and large weapons set the scene for this top-down 3D shoot-'em-up which centres on a cut-throat band of murdering mercenaries (nice people as Brucie would say) imprisoned, thankfully, in the toughest high security, straight jackets and padded cutlery prison in the galaxy.

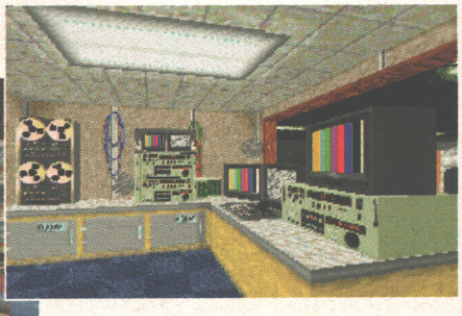
From what we can gather the inmates have been inside doin' a stretch a mite too long and must escape the evil clutches of FUB the Elvis Impersonator. Unfortunately all that walking the chain gang and prison food has left your choice of characters all a little twisted and a wee bit unstable. So, you'll have the chance of marauding through 12 levels of arcade blasting as Psychotic Fwank or snipe your way through the terrain morphed environment as cross-dressing Butch, that's if you don't mind laddering your tights. Look out for a full review as soon as we've morphed into bitches with Uzi-mounted bras or blokes with bazooka's and basques.

normality inc.

PC CD-ROM
Expected release: NOVEMBER

Hey, it's just like real life, down on your luck, flat broke and living in squalor under the repressive shadow of the law. Crickey, it's Britain, it must be, a place where old ladies roam wild through desolate urban decay, completely unattended, drinking strong lager and carving their initials on phone boxes with Swiss army knifes. No, it's not actually it's Neutropolis, a place so dull even the paint can't bear to watch itself dry.

There's not much information available at present on the guts of the game because it's got a long way to go, but CVG can categorically confirm that there's not so much as a sniff of old ladies in Normality Inc. What it should be, though, is a huge first person adventure featuring tons of motion capturing and celeb voice overs where you play a down-on-his-luck hero with a quest. Admittedly we don't have a clue what the quest is, but rest assured as soon as we do you'll be the first to know.



Huge first person perspective thrills beckon in Normality inc.

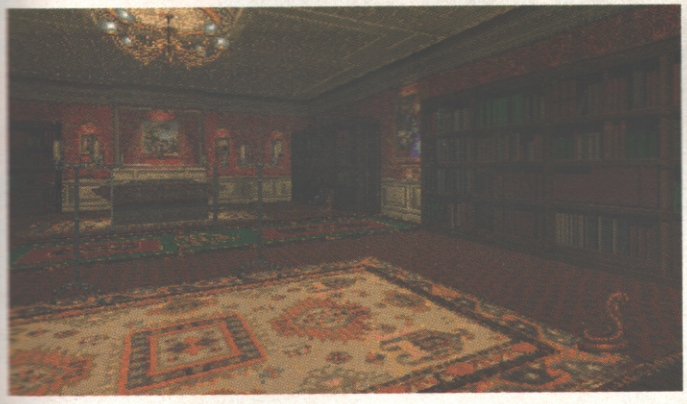
works!

realm of the haunting

PC CD-ROM
Expected release: JANUARY

The recent clutch of Doom stylee titles will find fresh competition from Gremlin's Realm of the Haunting when it comes under the reviewer's cosh later this year. Looking a little like Doom with carpets (see screen shot), ROTH is set to be a manic combination of demons, black magic and puzzles all washed down with a healthy dose of 3D blood letting.

Add to that motion-captured creatures and segues of video and it sounds like we'll be getting a nightmare Aleister Crowley would tilt his horns at.



▲ *Realm Of The Haunting promises demonic going's on with carpets and rugs and much, much more.*

▲ *Typical teenager's bedroom or scene from an RPG?*

◀ *I want that amp, now!*

"SHOCK ! HORROR !

FEVER PITCH IN BETTER THAN FIFA SHOCKER ! IT'S FASTER, MORE CONTROLLABLE AND INFINITELY MORE PLAYABLE. NUFF SAID ?"..

STEVE MERRET MEAN MACHINES

Fever pitch soccer

BRINGING THE GAME INTO DISREPUTE

AVAILABLE FROM 30th JUNE

U.S.GOLD AVAILABLE ON SEGA LICENSED BY Nintendo

©1995 U.S.GOLD LTD. ALL RIGHTS RESERVED. U.S.GOLD IS A REGISTERED TRADE MARK U.S.GOLD LTD. NINTENDO ®, SUPER NINTENDO ENTERTAINMENT SYSTEM™

SEGA
MAGAZINE
BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE
THE MOST IN-DEPTH COVERAGE OF THE BEST SEGA GAMES ANYWHERE ON THIS PLANET!
AT YOUR EARTH NEWSAGENT NOW

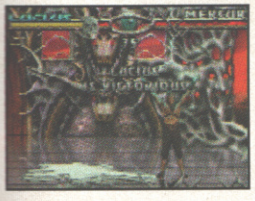
WORK IN PROGRESS

■ JAGUAR

■ £Unconfirmed
■ Beat-'em-up
■ Atari

■ Programmed by Beyond Games ■ Initiated 1994 ■ 90% complete ■ No other versions planned ■ No other versions available ■ Estimated release July

ULTRA VORTEX



▲ Oh dear, he's just made a silver mess on the floor.

▲ Poor girl's knackered after a night's clubbing.

After the poorly received Kasumi Ninja, Atari, keen to see their much maligned Jaguar consume at least one scrap of the beat-'em-up market, have Ultra Vortex on the brink of completion.

And yes, Ultra Vortex is a beat-'em-up and not some new kind of bleach-based toilet cleaner which has been reformulated to destroy all known forms of germs dead.

The action, which is at this point quite tricky to get a measure of, centres around the discovery of an ancient tablet which tells a real corny tale about a demonic entity who's got nothing better to do than test humankind's strengths and weaknesses through pre-history. Fisticuffs commence as he returns to challenge Earth's finest warriors to a battle to the death.

Ultra Vortex promises buckets of blood, a wide variety of moves and the gentle wiff of perfume that is playability. Let's hope for Jag owner's sake that their nasal passages are rewarded rather than overcome by the toxic stench of an unplayable u-bend lurker.

▲ Oi, you! Skinny bloke. Why've you got trowels for hands?

▲ This chap's like a kind of muscley Silver Surfer with no personality.

▲ I'll eat him for main course and I'll save her for sweet.

● GAME BY ATARI ● CONTACT ATARI (01753-533 344) FOR INFORMATION

WORK IN PROGRESS

PC CD-ROM

- £Unconfirmed
- Football sim
- Gremlin Interactive

Programmed by Gremlin ■ Initiated 1993 ■ 80% complete ■ No other versions planned ■ Playstation version available ■ Estimated release September

ACTUA SOCCER

At Gremlin's HQ a major breakthrough in footy games is being made! CVG witnesses Zool's substitution for the real soccer professionals!

Game technology in the Nineties is racing away and the public now demands a new breed of soccer game to dethrone the Sensibles and Int. Sup. Soccers of the world. Surprisingly, there are few challengers and the uptake is slow, Sega's Saturn console spawned Victory Goal, but this, while looking good failed to impress.

Gremlin are about to change all this with investment comparable to Jack Walker's in Blackburn Rovers, for their championship contender, Actua Soccer.

Aside from investment in Silicon Graphics machines and a motion-capture studio, Gremlin have also brought in professional help to make sure their polygon players behave as they should. Enter Andy Sinton and Chris Woods, both Sheffield Wednesday and England players, but why get involved in a video game? Andy expl-ained to CVG:

"I've got a Mega Drive which I've had for about three years. With playing for England, Sega are one of the major sponsors and they kit us out with all the new titles.

"I like golf games and, being a pro sportsman, Sega used to give us titles that had a sporty angle."

That seemed to validate Andy as a gamer, but for Chris the whole experience was for a different reason:

"I gave my Mega Drive and my games to my son. I'm doing this because ever since I was a kid it's always been a dream of mine to appear in a film or a game."

The game itself looks superb. What's interesting though, is that it started life as a simple, playable 2D arcade footy sim and has evolved from there, which is always a good sign where playability is concerned.

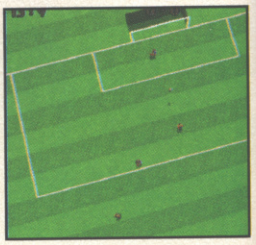
Play should feature all the things we've come to expect like aftertouch, plus a host of new ideas. Each player should have his own set of characteristics like height and weight and these, in conjunction with more standard statistics, will dictate his ability.

Far more exciting though is the link-up system being perfected for Actua. This should allow 20 people to play from first-person perspective at the same time. Link this up with nine virtual-camera angles, linesmen that actually follow play, refs that can be seen to make decisions and celebrity commentary and I think you'll have to concede that football games may never be the same again.

WHAT'S ALL THE CO-MOTION?

Motion capture technology is the industry buzz word at the moment and the great white hope for the future of gaming to boot. The effects that can be generated in an amazingly short period of time are both visually exciting and accurate as well.

But the actual process which creates the final images is remarkably straightforward. Gremlin's motion capture studio uses six wall mounted cameras to pick up the actors, or in this case footballers.



◀ *The first thing that the Gremlin boys have to do is attach roughly 70 reflector balls all over Andy Sinton's body.*

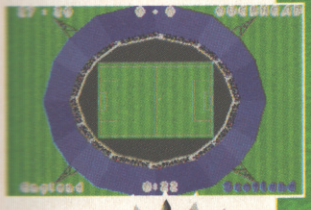
▼ *Andy then strikes the ball in a variety of positions. These are picked up by the cameras and are sent to a Silicon Graphics workstation. Note that because Gremlin's soccer game will feature a 3D texture-mapped ball, the ball that Andy is kicking also has receptors on it so that the ball's motion and spin is caught accurately.*

● GAME BY GREMLIN INTERACTIVE ● CONTACT GREMLIN (01142-753 423) FOR INFORMATION

▲ *Play will allow you to zoom out...*

... and in, courtesy of the virtual camera feature. ▶

▲ *Even the ball is texture-mapped in Actua Soccer.*

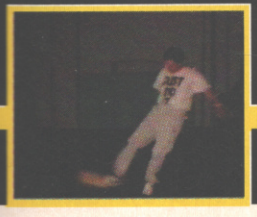


◀ *The advantages are immediately obvious when the game's in close-up.*

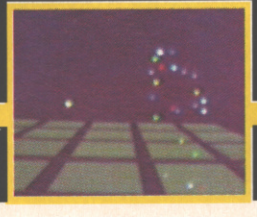
▲ *Over nine different views are on offer.*

It's so realistic you can smell the Bovril. ▶

The SG machine then displays the position of the receptive balls on the screen. ▼



Next the position of the balls are mapped and connected and a wire-frame skeleton is constructed. ▼



The next stage uses bone rotation software to calculate exactly where the flesh should be in proportion to where the balls are. Once that's complete then the programmers can begin to wrap textures on to the naked frame.

WORK IN PROGRESS

■ PC CD-ROM

■ £Unconfirmed
■ Racing
■ Gremlin

■ Programmed by Gremlin ■ Initiated 1994
■ 60% complete ■ No other versions planned
■ No other versions available ■ Estimated release October

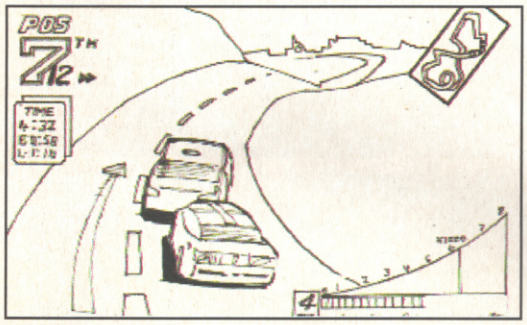
▲ We could really do with some sad Chris Rhea tune.

▲ That spoiler mate, cost me 20 quid in Halford's.

FATAL RACING

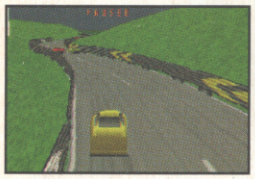
Gremlin set a precedent for racing games on 16-bit machines with their excellent Lotus series. Now, they're gearing up Fatal Racing as their contender for the dream-machine market.

It's strange though, you'd think the last word to describe racing would be 'fatal.' If I was marketing a supercar the last word that would swim around my mind to create an image would be fatal. There you are in the showroom, sweating in your Burton's suit when in comes Captain Cash asking about said supercar in your showroom window. A quarter-of-a-million quid's worth of car sale lights up in your eyes, you go right for the jugular blinding the punter with figures, then, when it's time to sign on the dotted line you blurt out that driving this superb motor car will be, of all adjectives... Fatal. Oh, just what I always wanted a car that's fatal, exclaims flash type as he leaves in search of a Volvo.



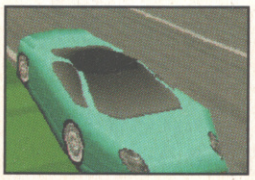
▲ The programming team seem to have captured the feel of early sketches.

The Volvo, however, will never push PCs like Fatal Racing is currently. It features rendered cars and texture-mapped tracks in conjunction with a 16 player link-up. If that doesn't grab you by the gearstick and crank you into overdrive then maybe the host of virtual camera views and driving positions will get you going.

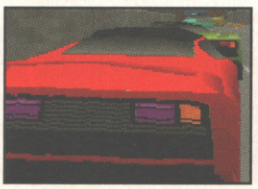


▲ Get yer motor runnin'...

... head out on the highway.

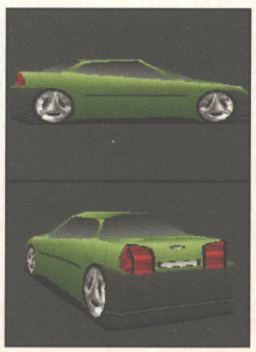


▲ If this racer lives up to the Lotus series then it should be great.



The early shots of Fatal Racing look great. But what a sad paint job. ▼

Yeah mate, one owner from new, an old lady actually, said it wasn't her colour, show you the log-book sir... genuine mileage, lovely alloys, go on sit in her. ▼



● GAME BY GREMLIN INTERACTIVE ● CONTACT GREMLIN (01142 753423) FOR INFORMATION

WORK IN PROGRESS

MEGA DRIVE

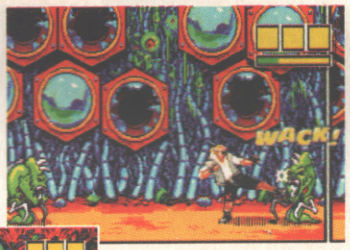
£Unconfirmed · Action · Sega

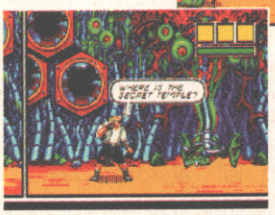
Programmed by Sega ■ Initiated August 1994 ■ 90% complete ■ No other versions planned ■ No other versions available ■ Estimated release August 1995

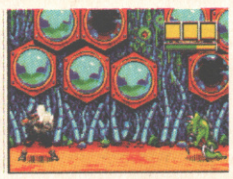
COMIX ZONE

Comics are an amazing form of passive entertainment, which require imagination and suspension of disbelief to be fully enjoyed. The only TV prog' which can boast this also is Shane Ritchie's Lucky Numbers, which requires an awful lot of both imagination and 'suspension of disbelief' just to work out why exactly it was allowed to happen. The great thing about comics, though, is that they're a good workout for the adrenal glands, without being too hard on the brain. You can just close them and throw them on the floor when you're finished, instead of having to worry about all this interactivity business and completing levels and things. Unless, of course, you're Trevor Supermanfan, be-ponytailed star of Sega's Comix Zone.

Poor old Trev has, through strange alien psychic intervention, been sucked into his comics collection, and has to fight his way out, past hordes of evil supervillains and mutant terrorists. A bit like home-time at CVG, actually. Except poor old Trevor, unlike us, doesn't have any superpowers of his own with which to combat the evil menaces in his path. All he has are his uncanny martial arts ninja abilities (obviously picked up by reading Daredevil or something). Poor lamb. Anyway, if you'd like to help Trev out you'll have to wait a couple of months for the release of the game (full review soon-ish).







PANEL BEATER

Comix Zone is almost the Crystal Maze of the videogames world. Progress through the game depends upon the player being able to complete a single task in each panel of the comic. Some of these are straightforward fighting jobs, others are puzzles and some are more platform-y type skill tests. Only once you've completed the task put in front of you is your character advanced to the next frame, as the hand of an evil cartoonist draws the next threat.

WORK IN PROGRESS

MEGA DRIVE

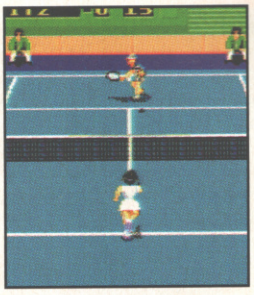
£Unconfirmed
Sports
Codemasters

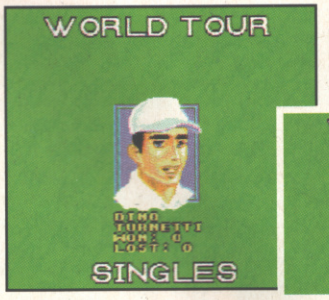
Programmed by Codemasters Initiated Jan '95 90% complete PC and Game Gear versions planned No other versions available Estimated release July

PETE SAMPRAS '96

Pete Sampras is certainly popular with sponsors. Let's just hope that Codemasters haven't spent as much as Nike did last year on their poster campaign showing the young tennis star serving a hand grenade. Let's face it, that was a bit silly. Not just because of the physical danger they placed Pete himself in (playing with explosives indeed), but because Nike have a broad range of products they'd surely like to sell, and using Pete Sampras to publicise them is going to sell nought but a pile of plain white shorts and T-shirts, because that's what tennis players wear. Not exactly great for business now is it?

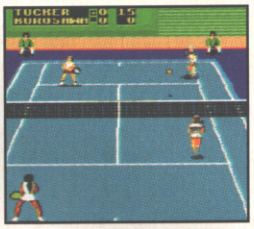
But the programmers of Pete Sampras '96 won't mind – it means they can concentrate on adding new features to the game instead of wasting time colouring-in all the characters. And what features they're adding, gamestrels. The original Pete Sampras was favourably received by all as the best combination of realism and playability the Mega Drive had seen in a tennis title, and it looks like the forthcoming update should top even these lofty peaks. Indoor courts make their debut appearance and special secret player characters are hidden away in the code. It's a 4-player J-Cart again. Plus there are hordes of new on-court moves, the laws of physics are present thanks to the inertia system and there are all the camera angles and replays that you could possibly want. The launch of Pete Sampras '96 is scheduled to coincide with Wimbledon fortnight, so hopefully we should be able to tell you whether Codemasters have magically fixed an unbroken thing or gilded a lily in the next issue.



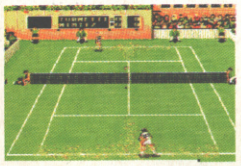


◀ *Two rebel alliance freedom fighters in their Hoth fatigues prepare for tennis war on the Empire.*

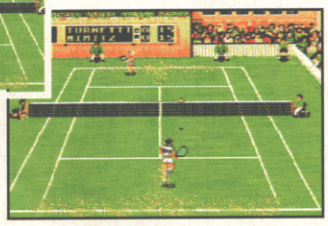
COACHY-COO



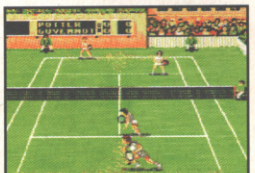
One of the more interesting features Codemasters have devised for Sampras '96 is a coaching system. Apparently, after every change of ends, the CPU shows the players how they could have improved their performance and demonstrates shots which would have been better used in certain situations. Sounds very clever, the little show-offs. Still, it might be rubbish, so make sure you read the review.



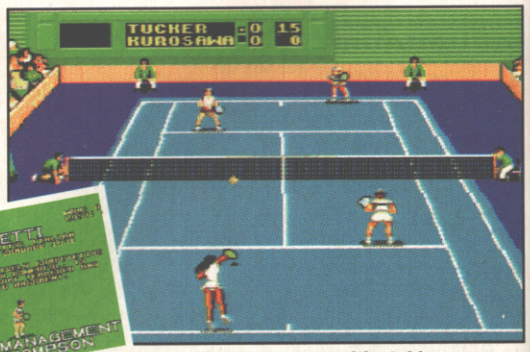
Pete Sampras, in this age of equality, allows you to play mixed singles. ▼



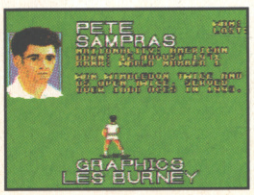
▲ *Unlike ice hockey, tennis doesn't have scope for including a beat-'em-up section. Such a pity.*

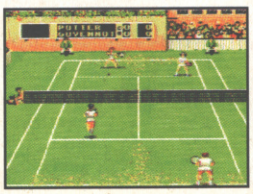


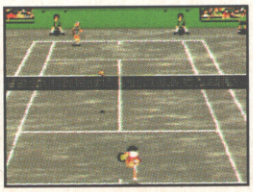
▲ *Suddenly the school obstacle-race leaders burst on to the court in a desperate rush for the finish.*

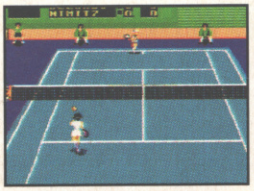


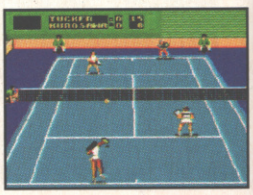
▲ *Even amputees with stubby arms can play tennis. Come on everyone, unite under the white tennis flag of togetherness!*











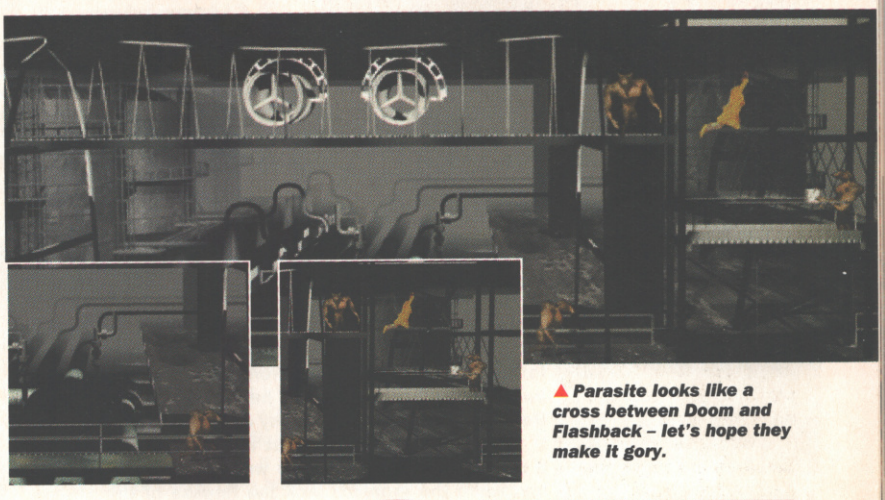
● CONTACT CODEMASTERS (01926 814132) FOR INFORMATION

the new machines

- PLAYSTATION
- £Unconfirmed
- Action Game

PlayStation

Film Noir is how Psygnosis describe this offering. Never saw Humphrey Bogart take on beings from another dimension though...



▲ *Parasite looks like a cross between Doom and Flashback – let's hope they make it gory.*

PARASITE

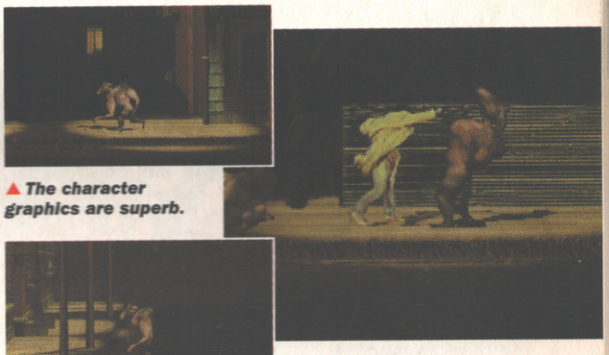
Parasite looks set to be the darkest, dankest, moodiest, evilest game to hit the PlayStation. It just drips nastiness and oozes atmosphere. Certainly not a game for the faint hearted.

The plot is, for once in a game, novel. You take the role of a plain old John Doe, going about his business without a care in the world when, with all the tact of a bulldozer running over a pensioner, an alien copper descends from above and possesses his body.

That's all fair enough. Room for a few jolly adventures, lots of gunning down alien criminals and generally being a real coffee-and-donuts cyber-rozzer. Unfortunately for our hero, the alien inhabiting his body isn't a pleasant sight, and to make matters worse he's slowly mutating his newfound ally from normal Johnny Homosapien to nasty tentacled alien.

The game itself looks a little like a high-tech version of that little-known Psygnosis classic Persian Gulf Inferno. The object there, rather than take on hordes of aliens, was to blast loads of Arab terrorists with a shotgun while rolling around looking suitably gung-ho. But Parasite certainly takes the formula a massive leap further. There are over 300 fully rendered locations for you to explore with thousands of aliens to destroy, plot twists to uncover and puzzles to solve.

Hopefully this game won't get dwarfed by the rest of Psygnosis' more mainstream releases, as we think it's looking dead ace. All things being well and present, and barring any major mishaps, there's every chance of Parasite hitting the shelves early next year. Watch out for a full in-depth work in progress which we'll be bringing you as soon as it's physically possible.



▲ *The character graphics are superb.*

WORK IN PROGRESS

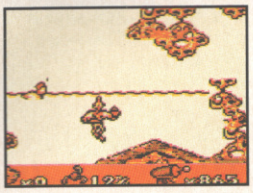
GAME BOY/GAME GEAR

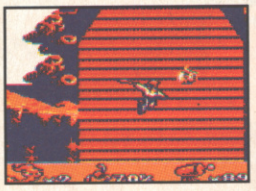
■ £Unconfirmed
■ Platformer
■ Virgin

■ Programmed by Shiny/Eurocom ■ Initiated Summer '94 ■ 90% complete ■ Mega Drive, SNES and Mega-CD versions available ■ No other versions planned ■ Estimated release July

EARTHWORM JIM

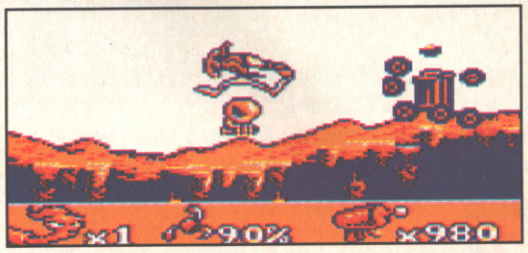
▲ Jim literally has to use his head to wriggle his way through some sections of the game.





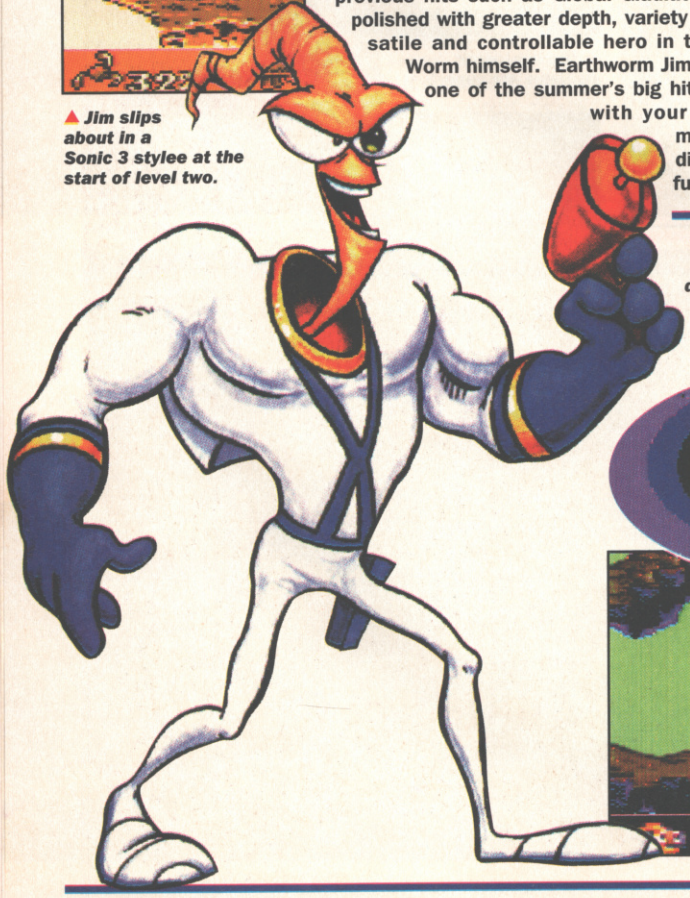
They say that worms are for turning and that's certainly true in Jim's case, he's turning into a multi-format phenomenon! Fresh from his deserved success on Mega Drive and SNES, he's soon to appear on Games Gear and Boy, courtesy of Eurocom.

First impressions suggest that Eurocom are doing a sterling job converting the wriggly one to handheld, and while the graphics lack the finesse of the 16-bitters they are still impressive considering the technical limitations of both machines. But more importantly the levels, game structure and playability are all being converted faithfully. If you're not familiar with EJ it's best described as a platformer in the typical Dave Perry mould. But although it follows the style of his previous hits such as Global Gladiators, Jim is more polished with greater depth, variety and a more versatile and controllable hero in the shape of Mr Worm himself. Earthworm Jim looks like being one of the summer's big hits so come back with your grow bag next month when we dig him up for the full review.



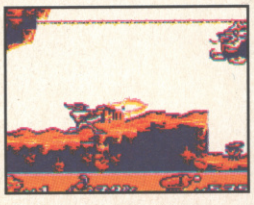
▲ The sonics appear to be the only area that might suffer in translation to the handhelds.

▲ Jim slips about in a Sonic 3 stylee at the start of level two.



Boo! Hiss! It's the arch baddy, the evil Psycrow.

▼ Asteroids is the bonus game, and darned good fun in the 16 bit versions it was too.



◀ Each level features a mid-stage as well as end-of-level boss and they're right gits to finish off I can assure you.

● GAME BY EUROCOM ● CONTACT VIRGIN (0181-960 2255) FOR INFORMATION

WORK IN PROGRESS
MEGA DRIVE

■ £Unconfirmed
■ Platform
■ Infogrames

■ Programmed by Infogrames ■ Initiated October '94 ■ 90% complete ■ No other versions planned ■ No other versions available ■ Estimated release July

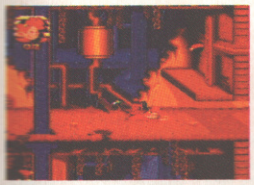
NEW YOUNG TV

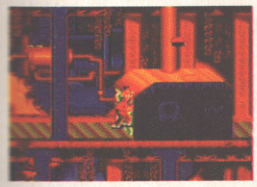
Spirou is a cartoon character. A French one, in fact. And, uncannily, he's in a platform game licensed by Infogrames, themselves hailing from the Gallic (or garlic) territories. Anyway, if you're interested in seeing how Spirou struts his thang (he's a journalist, not a kebab shop assistant really) then invest in a satellite dish. That's because his very own show is to hit the Children's Channel this summer.

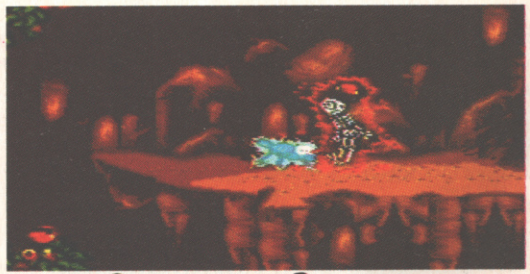
SPIROU

Poor old Spirou. His best pal Count Champignac has been kidnapped by the robot Cyanida, and it's up to him to save the day. This never would have happened if he'd stayed in the kebab shop with his uncle Pokapodu like his dad said he should. But life's like that, eh? Just when you think you've got a stable life of carving strips of horse and plopping then into a slice of raw bread you make friends with a mad scientist and a squirrel.

But it's not all bad. Spirou's salachili adventures take him all over the world, confronting a gamut of evil platforms and their kin, for such are adventures such as these. But the titular Spirou's quest also features elements of puzzling, RPGing and shoot-'em-uping. It's three wishes in one! Spriou himself is the cat that keeps it all together, thanks to the fact that, when the game finally sees the light of day, he should be able to walk, run, jump, bend, slide, dive, swim, climb, push and use objects he discovers along his travels (and travails). Just another platform game, probably, but we'll reserve judgement 'til next ish.







GREED IS GOOD!

SAVE AS MUCH AS POSSIBLE!

SHOP AT GAMEPLAY

NO.1 FOR PRICE, CHOICE, QUALITY AND SERVICE

TEL: 01924 473157

OR SEE OUR FULL PAGE ADVERTISEMENT ON THE INSIDE BACK COVER

WE ALSO OFFER FREE MEMBERSHIP

HEARTS LEISURE (LONDON)

125 BOWES ROAD, PALMERS GREEN, LONDON N.13 4SB

TEL: 0181 889 0811 / 0181 360 5562 FAX: 0181 881 9558

SPECIAL OFFER

EX- ARCADE FULLY WORKING 2 PLAYER ARCADE MACHINE WITH 20 INCH FULL COLOUR MONITOR INCLUDING ONE OF THE FOLLOWING GAMES: WORLD CUP, EUROLEAGUE, P.O.W. OR INSTEAD, MAKE AN OFFER OF ANY OTHER GAME

ONLY £150.00

DELIVERY ARRANGED ANYWHERE AROUND THE WORLD

- FULLY COMPATIBLE WITH ALL JAMMA P.C.B. GAMES -

OVER 500 P.C.B. GAMES IN STOCK, P/X WELCOME

FOR FULL PRICE LIST OR SPECIFICATION SEND S.A.E.

MANY OTHER VIDEO GAME ARCADE MACHINES IN STOCK

NEW GENERATION CONSOLES

NO.1 FOR MAIL ORDER — Megadrive Clear Out — FAST RELIABLE SERVICE

FIRST COME FIRST SERVED - ALL BRAND NEW AT UNREPEATABLE PRICES - MAX 3 GAMES PER CUSTOMER

ALL AT £14.99 EACH	ALL AT £17.99 EACH	ALL AT £28.99 EACH
Wiz 'n' Liz	Lawnmower Man	Urban Strike
Alien 3	Bub 'n' Stix	Mega Bomberman
Skitchin'	Mansell Indycar	Lemmings 2
Mega Turrican	Mr. Nutz	Pitfall
Second Samurai	Eternal Champions	Mickey Mania
Markos Magic Football	Greatest Heavyweights	Rock 'n' Roll Racing
Winter Olympics	Generations Lost	Stargate
Ballz 3D	Prince of Persia	True Lies
World Tournament Soccer	Fun & Games	Psycho Pinball
Incredible Hulk	Ren & Stimpy	Ecco 2
Mighty Max	Havoc	Jurassic Park 2
Lotus Turbo Challenge	Street Fighter 2	Dragon
World Cup USA 94	Toejam & Earl	Tazmania 2
Global Gladiators	Asterix	WWF Raw
	Man Overboard	Bloodshot
		Redzone
		Spiderman Marvel Comics
		Lethal Enforcers with Gun

Lots of Special Offers on Super Nintendo!

Order now to avoid disappointment - All games in stock from 26.5.95

Part Exchange Welcome - Opening Times 7 Days 10am-8pm

100's of games in stock - New releases & back catalogue games a speciality

ring 0113 230 6007

3 The Parade, Stonegate Road, Leeds LS6 4HZ

Now In Stock
SEGA SATURN
SONY PLAYSTATION
3DO
Machines & Games

GOLDEN GATE EXPORT COMPANY INTERNATIONAL

H.K. FAX: 00 852 24191773 — U.K. FAX: 0151 4240216

H.K. TEL: 00 852 90819638 — U.K.TEL: 0378 190009

H.K. TRADE PRICES (NOT INC. FREIGHT OR TAX)

		£			£
SATURN		280	SPF	X II 32M	180
PSX		280	S SMART BROS 32M		200
SWC	AX 32M	190	PSX GAMES		35-60
	DX 32M	195	3DO GAMES		15-20
	2.8CC 32M	170	SATURN GAMES		35-60

U.K. RETAIL PRICES (INC. POSTAGE TO ANY U.K. DESTINATION)

	£			£
SATURN		TEKKEN		57
inc Transformer & Pad	385	JUMPING FLASH		57
PSX inc. Transformer,		GUNNERS HEAVEN		57
Pad & Scart conversion	390	BOXERS ROAD		65
DAYTONA	52	PSX MEMORY CARD		25
PANZER DRAGOON	52	SAT MEMORY CARD		37
RIDGE RACER	55	JOYPAD	SAT.PSX	32
TOSHINDEN	55	S.W..C	AX 32M	245
STARBLADE	57		DX 32M	240
PARODIUS	45		2.8CC 32M	220
CRIME CRACKERS	40	S.P.F. X II	32M	215
		S.SMART BROS 32M		245

SEND U.K. RETAIL ORDERS TO:

(CHEQUES SHOULD BE MADE PAYABLE TO: "G.G.E.C.I.")

G.G.E.C.I.

55 DICKSON STREET, WIDNES, CHESHIRE

WA8 6NX ENGLAND

TRADE ORDERS SHOULD BE FAXED TO THE ABOVE NUMBER IN HONG KONG, WHERE UPON YOU WILL RECEIVE A PROMPT REPLY, STATING BANK DETAILS AND CONFIRMATION OF PRICE. OR WRITE TO :

G.G.E.C.I.

9 KAU LUNG HANG TSUEN

TAI PO

N.T.

HONG KONG

---

* KRAZY KONSOLES * EST. 1990 * HOTLINE: 01422 342901 *

MAIL ORDER: PO BOX 200 HALIFAX W.YORKS HX1 3LY

3DO PAL or NTSC

By Panasonic

Includes:
* Demonstration Disk
* In Pack Game + Free game
* 1 Control Pad and all leads

Only: £384.99

N.B. PRICE WILL DROP SOON!! PLEASE CALL FOR LATEST

PlayStation

By SONY Japan

Includes:
RIDGE RACER
RGB SCART CABLE
AV CABLE/CONTROL PAD /POWER PAK

Only: £569.99

RGB SCART CONVERSIONS AVAILABLE! PLEASE CALL FOR LATEST PRICES!!!

SEGA SATURN

By SEGA Japan

Includes:
Virtua Fighter
RGB Scart Cable
Power Pack/Pad
AV Leads (Hi-Fi)

Only: £579.99

CALL NOW FOR LATEST PRICES!!!

SOFTWARE & ACCESSORIES

USA 3DO LATEST:

RISE OF THE ROBOTS	£49.99
CANNON FODDER	£49.99
QUARANTINE	£39.99
WING COMMANDER 3	£54.99
MYST	£54.99
SPACE ACE	£49.99
SYNDICATE	£52.50
11TH HOUR	£54.99
FLASHBACK	£49.99
DOOM	£44.99
GOLDSTAR 3DO	Call for Price
SNES PAD ADAPTORS (2P)	£34.99
6-Button Turbo Pads	£29.99

We have over 100 3DO Games and accessories in stock! If it's out! It's in!

RIDGE RACER	£59.99
POP 'N' TWINBEE PUZZLE	£59.99
POWERPLE PINBALL	£54.99
MOTHER TOON G.P.	£59.99
ULTIMATE UNCOOLIS DELUX	£59.99
TOH SHIN DEN	£74.99
CORRIDOR	£59.99
COSMIC RACE	£59.99
FALCON INCUBE	£59.99
SERGE GRIFFON VR-9	£57.99
KILLING TIME DELUX	£74.99
SEND REACH	£74.99
TESCHEN	£79.99
GUNNERS HEAVEN	£79.99
JUMPING FLASH	£79.99
NIGHT STRIKER	£79.99
CYBER SPEED	£79.99
BOMBERMAN	£79.99
JOHN MADDEN - BATMAN - METAL JACKET - DARKSTALKERS	
RGB SCART LEADS (SONY)	£24.99
RGB SCART Conversions (Fully Soldered)	£29.99
NEGCON PADS (Namco)	£49.99
CONTROL PADS (Sony)	£19.99
MEMORY CARDS (Sony)	£29.99

CLOCKWORK KNIGHT	£64.99
VICTORY GOAL	£69.99
GALE RACER	£59.99
PANZA DRAGOON	£69.99
TAMA	£59.99
PEBBLE BEACH GOLF	£64.99
SIDEPOCKETS POOL 2	£69.99
DAYTONA USA	£69.99
DEADALUS	£67.99
VIRTUAL HYDLIDE	£74.99
ASTAL	£74.99
ULTIMATE PARODIUS DELUX	74.99
GRAND CHASER	JUNE
NEW SHINOBI	JUNE
RIGLORD SAGA	JULY
CLOCKWORK KNIGHT II	JULY
SEGA SATURN PADS	£39.99
RGB SCART LEADS	£24.99

N.B. ONLY IMPORT MACHINES GIVE A FULL SCREEN IMAGE

CARRIAGE: £1.50 per Game / £10 Machines Next Day delivery!

reviewed this month...

There's a whole ruck of ace new software in this issue. Apparently. I wouldn't know, because I was too busy swanning around the States playing all the even newer and acer stuff at the E3 show. However, my slaves seem especially impressed with Jumping Flash! and Gunner's Heaven – both on PlayStation – as well as reopening the Street Fighter vs Mortal Kombat debate playing SF: The Movie and Mortal 3. Personally, I'm too mature for all this sort of behaviour, so I've whiled away time on Ultimate Soccer Manager, hiring players who scored against Arsenal this season and sacking them.

Dr LOVESUN PATTERSON, EDITOR

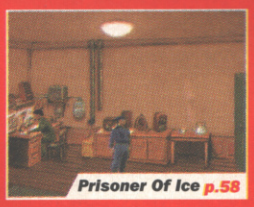
What we're playing this month

MARK

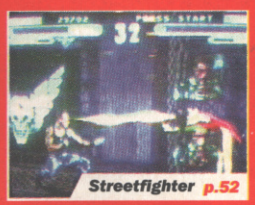
USM/PC
The perfect soccer management title, the right level of realism without getting bogged down by millions of menus. And it's great for revenge plots.

Wipeout/PSX
Yeah, I know it's not been reviewed yet, but I've already played the game loads and it's absolutely the best thing you will ever see. Better, in fact.

Killer Instinct/SNES
Another game that you won't get to play for aeons but this is totally and incredibly mind-blowing as well. Just you wait and see.



Prisoner Of Ice p.58



Streetfighter p.52

GARY

Jumping Flash!/PSX
Bunny rabbits are dead cute, so it's nice to be given the chance to have that full-on virtual rabbit experience I've always wanted.

Gunner's Heaven/PSX
It might not look like a 32-bit triumph, but Gunner's Heaven is all-playable and all-challenging and a beautiful gaming moment.

Ultra Vortex/Jaguar
Not exactly my favourite game of the month. I couldn't get past the first opponent, actually. And then I got bored.

RAD

Jumping Flash!/PSX
The best platform game ever devised ever by anyone. Ever. I wish I could articulate how amazing it is, but it'd just make me cry.

Mortal Kombat 3/Arcade
Just because Sindel reminds me of all the deadly ninja attack techniques I could perform with my hair. When I had some.

Street Fighter: The Movie/Arcade
Actually, I prefer Gunner's Heaven, but I don't want to start any Mortal/Street Fighter tiffs by favouring one or the other at the moment.

SIMON

Prisoner of Ice/PC
Info-grames bare their glow-in-the-dark plastic horror fangs to bring us this cortex-piercingly swoonsome Call of Cthulu-type adventure.

Rise of the Triads/PC
Pass the paracetomol – I'm on a Bruce Lee tip, pad-paddlers. It's kind of Doom-y, but with a dodgy-dubbing chop-socky ambience all of its own.

Jumping Flash!/PSX
I 'hop' Sony don't 'skip' this one on the offical release schedules. It's a great 'leap' for platform games, I'll put 'bunny' on it. Ho ho.

This month's hot-hits

Here at CVG we don't give high scores away lightly. A game has to be rather special before it scores of 90% or over and a CVG Hit. Even rarer though is a CVG Gold (awarded to games that have pushed back the boundaries of gaming) but don't expect to see more than a few of these a year as it takes a score of 95% or over to earn one. Anyway, here are the top games this month...

28 Jumping Flash/PlayStation
52 Streetfighter: The Movie/Coin-op
54 Star Trek: TNG/PC CD-ROM
58 Prisoner Of Ice/PC CD-ROM
72 Ultimate Soccer Manager/PC

The big picture

If any other version of a game is available, then we'll tell you via our Alternatives and Other Versions boxes. We'll even tell you it it's destined for any other formats. For consistency's sake, games retain the original scores in alternative boxes.

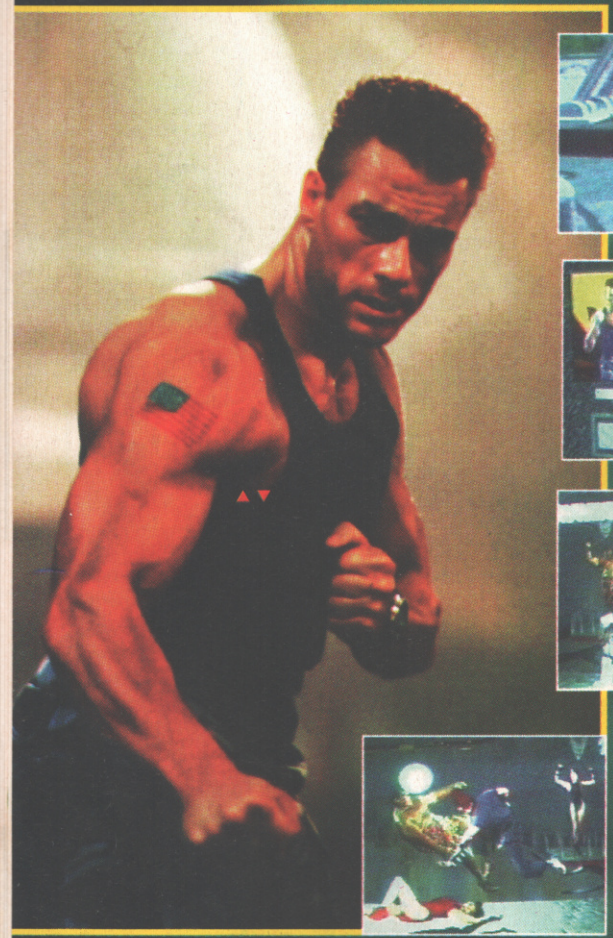
VIDEO DROME

- ARCADE
- Beat-'em-up
- 50p per play
- Capcom
- 1-2 Players

WE LIKE TO CALL IT THE SUPER BAR

One little accoutrement you might have noticed from the screenshots is the super bar. This fills up as you pull-off special moves. When the bar is completely full your character can unleash a spectacular amount of attacks by using just one simple command. How about that for neat!

street fighter t

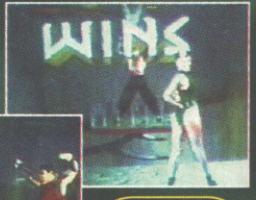


The Street Fighter film has been slagged universally, even Cammy star Kylie has admitted it's a bit poo, but that doesn't mean that the game of the film of the game is going to be bad, as our intrepid Arcade man-about coin-op-town, Phil Dawson, found out...

In the Eighties there were Yuppies, the Walkman, Live Aid, Pac Man, Double Dragon et al. Then along came the Nineties: Grunge, mobile phones, Virtual Reality and Street Fighter - it was the messiah of the beat-'em-up. In the year it was born it took the rest of the games market by storm, a special move combo sort of a storm to be precise: a cult movement had begun.

Time passed by though, and along came other beat-'em-ups saying that they were in fact the true messiahs, but only one came near to creating the same kind of religous furore that Street Fighter had been capable of, and we were told to 'Prepare Ourselves', because Mortal Kombat, with all its revolutionary special moves and fatalities had arrived. And

▲ *Who could forget such a great cinematic moment, akin to the finale of the old Humphrey Bogart classic Casa-Blanka.*



▲ *Hey – that's Kylie's bum! As per usual, the brazen hussy.*

▲ Bet he didn't feel very silly filming his moves.

r the movie

then it was more or less a two horse race, until Virtua Fighter with its fierce 3D characters and bone-breaking combos, not to mention the likes of Killer Instinct, Tekken to name two more.

Are those belonging to the Street Fighter Sect going to have to lose their religion? 'No fear' is the answer because five years on Street Fighter the Movie has hit the arcades, with a whole new Jean Claude Van Damme kind of a look, and special 20 hit combos to boot!

Could this be the new testament?

Well, should you wish to take communion you'll be treated to 14 characters, two of whom are totally, like, new, and they have the monickers Sawada (Guile's second in command, and possessor of a lethal combo technique) and Blade (all we can tell you at the mo is he's very quick!). There's also a tag fight option and some rather impressive backgrounds, I have a penchant for the one that is just a wall of monitors showing clips of the film.

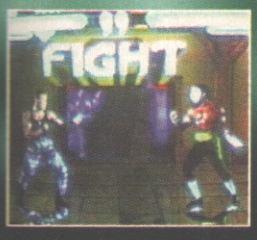
The game has also stayed true to its origins as all the old moves have been incorporated (so there's no fumbling around with the controls trying to do specials). The beauty of the latter is that this gives you more time to find the new moves, like Chun Li's rising bird kick (great for starting a punishing combo).

What makes Street Fighter the Movie such a great game though is one major factor: playability, and in a beat-'em-up this is defined by the character's control method, enabling you to work out different combo techniques easily. A major drawback though is there aren't any special finishing moves or hidden characters like MK3, but SF the Movie is certainly as playable which should have die-hard SF fans flocking to the arcades. Especially as all the familiar controls are in place.

Beg, borrow or steal (only do the last one if you have your parents' permission) to get some cash to play this game, in fact don't bother wasting your money on the film, just play the game, after all that's what it's all about.

SPRITES	18
ANIMATION	19
SPECIALS	20
PLAYABILITY V cpu	18
MULTIPLAYER	18

93



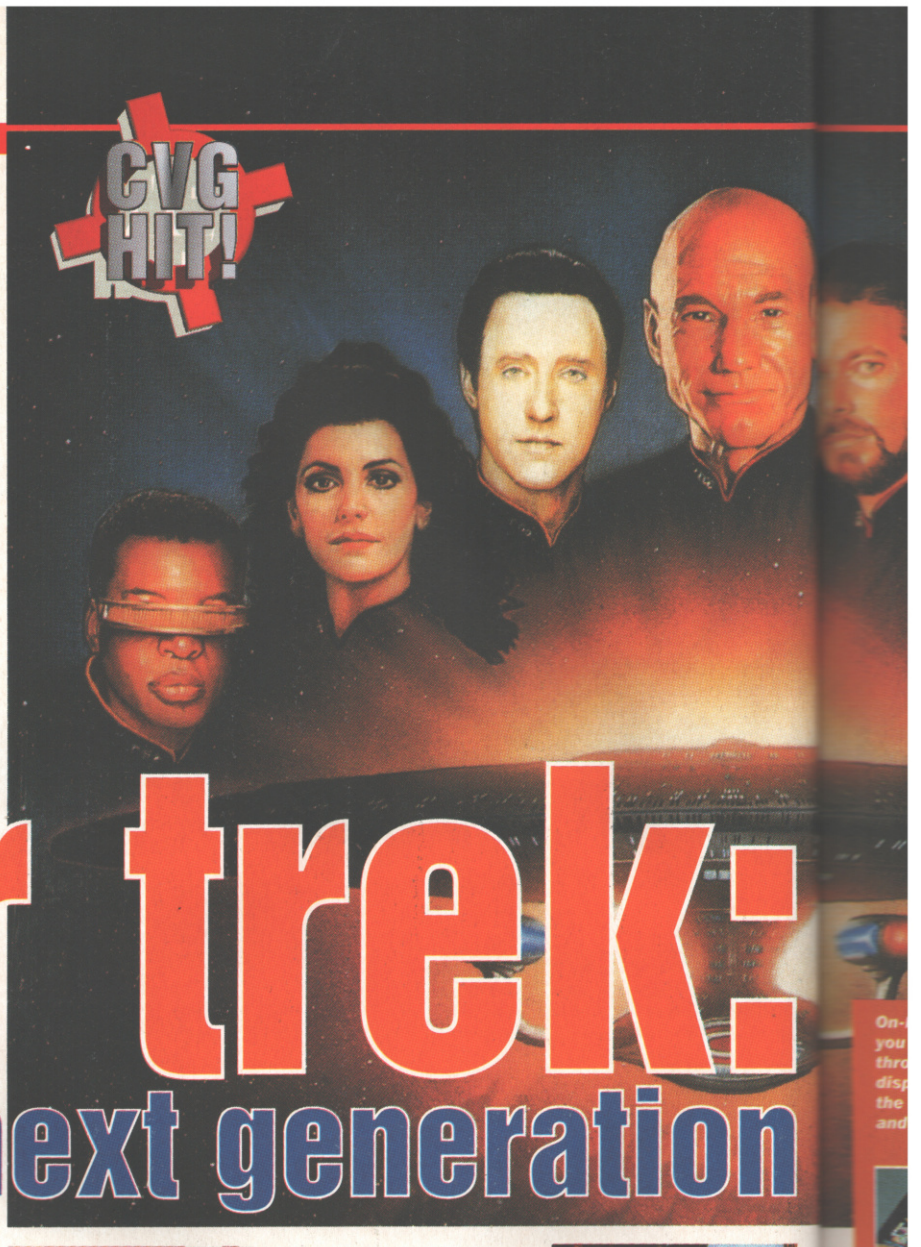
TAG ALONG IF YOU LIKE...

We at CVG believe in the adage 'many hands make light work', and when the light in our games room goes we all help change the bulb to help make the 'light work'. In Street Fighter the Movie the same applys, as there's a tag match option. Simply go to the selection screen and choose the character who you will start playing as, and then choose a second player who you wish to continue with should you lose the first round. On this stage if you choose E Honda as your partner, and you lose the first round he will break free from his manacles and rescue you.

PC CD-ROM

Adventure ■ Spectrum Holobyte
£Unconfirmed ■ Out Now
No other versions available
No other versions planned

Fancy encountering strange new civilisations, solving ancient puzzles, and blashing loads of aliens?



star trek: the next generation

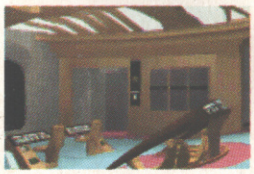
If you enjoy graphical adventures, with the emphasis on the graphics and good solid problem solving, then you must be jumping up and down in anticipation of Spectrum Holbyte's latest creation. If you're a Trekkie also then cream your panties now, because TNG is a Star Trek fan's wet dream on your PC.

No two ways about it, Spec Holobyte have made the most out of the licence they got from Paramount. Even the intro is done like a regular episode, including a prologue and full titles. However, for all the digitised video in the intro, the game doesn't use FMV at all. Instead, you get SVGA animations of the crew based on photos of the cast. It takes a bit of getting used to, and definitely isn't a gorgeous as video, but it allows for more gameplay in the long run.

So it's a traditional graphical adventure, with away teams on different planets solving puzzles to continue the plot. Two things make it a bit special, though. For one, the sound is amazing. Each character's lines are from the relevant actor, and all the sound effects are spot on. And then the on-board segments of the game involve tactical control of the Enterprise – strategy bits if you will. You have to manage the ship: from chatting with dignitaries to full-scale battles, and use the crew as best you can. You can travel to any planet in the galaxy, even if it isn't directly involved with the plot. In all it's a pleasant breather from telling away team members to 'use object X with object Y' to solve puzzles.

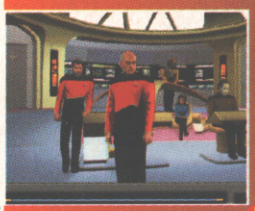
Star Trek: TNG is like plenty of graphical adventures before it. It's a good game with some great puzzles and long enough for almost anybody to feel they got value of money out of it. But it does have the Enterprise, and that just tips the balance from good game to great game.

Failing to solve puzzles correctly the first time round results in your crew getting mashed, sliced and diced – sometimes all at once.



Ah, the bridge, looking just like it does in the series. This is where you spend most of your shipboard time between planets and when engaging the enemy.

CAPTAIN'S LOG, SUPPLEMENTAL

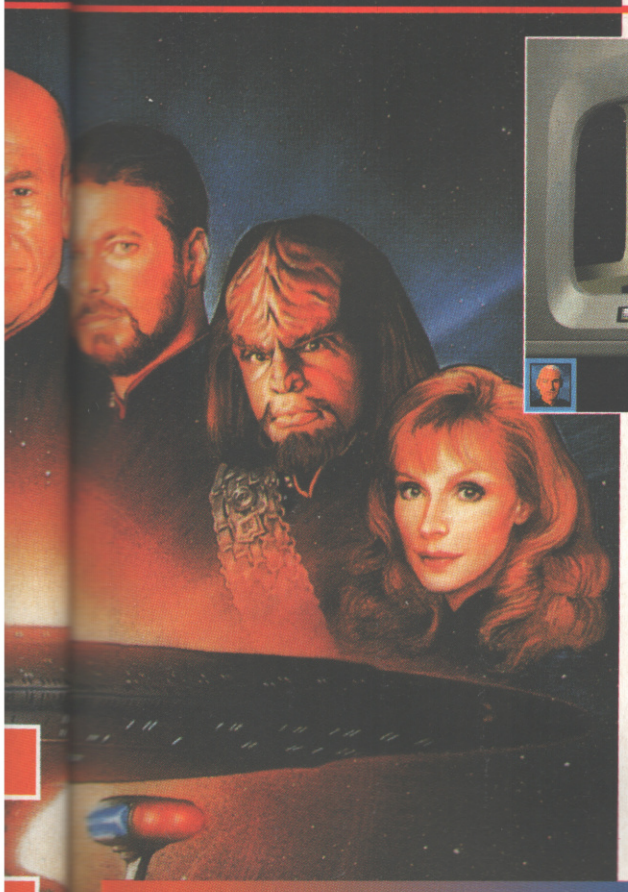


There we were, just casually cruising round the galaxy (as you do) when suddenly we discovered the whole crew had been turned into SVGA graphics of themselves.

In a bid to solve this mystery, we set course for planet Plottwist-1, which was suitably green and evil-looking so we knew we were at the right place. Locals were friendly though.

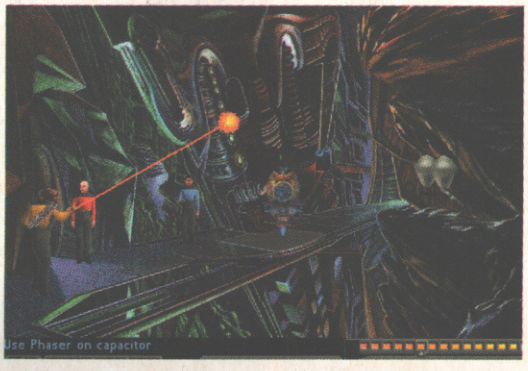
Over in the transporter room, I tucked my shirt in for the umpteenth time this episode and beamed the away team, well... away. Now if I can only remember what button it was.

● GAME BY SPECTRUM HOLOBYTE ● CONTACT MICROPROSE (01454 326523) FOR INFORMATION



◀ Excuse me, sir, but you're looking a bit spaced-out this morning.

▲ Kryton Attenborough's Life on Earth is part of KBBBC's new TV schedule.



▲ Go Worf, wipe out that capacitor. Since we haven't found any aliens to blast yet.

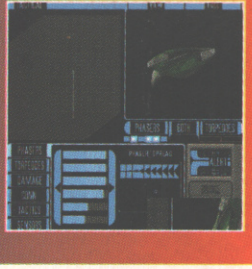
STAR TECH

On-board the Enterprise, you control the ship through a series of bridge displays which operate the ship's main systems, and the drinks machine.

The astrogation display. If, from this 3D map, you can figure out where the hell you are, and where the hell you want to go, then press engage now.

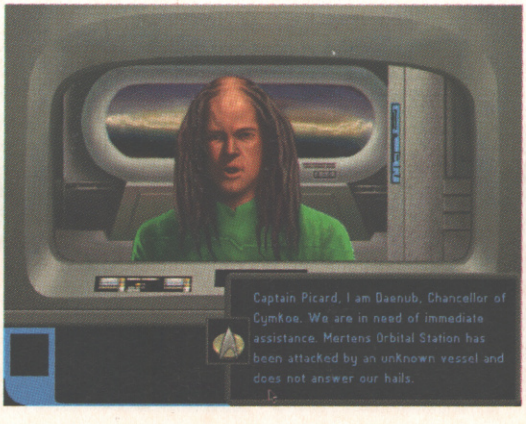
The engineering display. Here you can mess with power supply, repair priorities, and a million other widgets, or leave it to the man with the shades.

The tactical display. When you can't avoid a confrontation by diplomatic means, then charge up the phaser banks and knock the buggers for six.



The away team appeared in another green-lit evil-looking location. Commander Riker didn't like the look of it and happily said so, the whingeing little toe-rag. What an ingrate.

Later that episode, and the away team's in spooky backdrop central, apparently some ancient underground city made up entirely of artists impression-style sketches. Now what?



ALTERNATIVE

CD-I

Burn Cycle

Philips/£44.99

An adventure with great graphics and sound and a few shooty bits to spice things up, just like TNG in fact. However, Philips use video instead of standard graphics for a different feel. (Daft plot though.)

ISSUE 156: 90%

VERDICT

PC

There are hundreds of graphical adventures on PC, and some astoundingly good ones too – like Full Throttle (last issue). The difference here is one of graphics (SVGA instead of standard VGA), sound (fully digitised speech from the series, with great FX too) and the whole Star Trek: TNG theme. If you enjoy Star Trek you'll love A Final Unity. No two ways about it. Fact is, though, even if you couldn't give a stuff about this 'boldly going' malarkey then it's a darned good adventure regardless.

MARTIN KLIMES

GRAPHICS	85
SOUND	95
PLAYABILITY	86
VALUE	94

OVERALL

91

NEO GEO CD

■ Beat-'em-up ■ SNK
■ £44.99 ■ Out Now
■ Arcade version available
■ No other versions planned

fatal

While Street fighter carved up the market, one game quietly sequeled itself without anyone, apart from the hard-core gamers, noticing. Shame really, but it looks like tarnishing its reputation here.

Fatal Fury, in its first two incarnations was a good, solid, go-for-the-throat kind of game which wowed arcadsters and made a good, solid profit wherever it went. Not many people could tell you why. Basically, apart from being damn good fun, it was nothing more than a Street fighter clone with a few extra nobbly bits tagged on for just good measure.

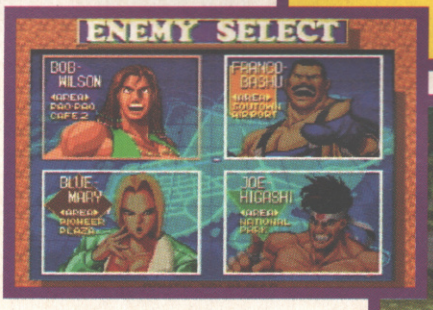
This latest version features most of the villains and heroes from the previous game along with five new characters and host of new locations to duff them up in front of. Like so many other recent beat-'em-ups, the combo potential has been boosted off the scale, but if that's the only real device SNK considered implementing to improve this game, they've missed plenty of opportunities.

You see Fatal Fury's strength comes from its excellent stylised characters, and speedy gameplay. But you can only have that served up in front of you so many times before it becomes stale and tasteless. And that's what's happened here. While beat-'em-ups have progressed thanks to the likes of Tekken and Killer Instinct, Fatal Fury has been left wallowing in the mire of previous success.

SLUG SCHOOL

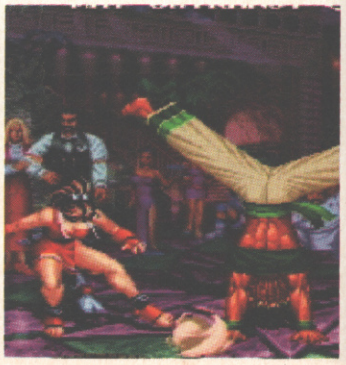
As if surviving a ruck wasn't tough enough, Fatal Fury 3 also rates your performance. A-students will normally be the ones who've completely trounced their opponent in a blaze of combos and special attacks, while Es and Fs are normally the people who go for those snide 'tappy-tappy' low sweep tactics.

But it does all depend, ultimately, on how well you vary your tactics. Special moves alone won't impress your teachers, so you need to be able to apply as many techniques as possible during the bout.



▼ *Why has this man got a wok on his head? Answers on a chop stick please.*

▲ *This woman's called Blue Mary. She's a bit, you know, dirty like. And she's got a red leather bra.*



Watch out for Fatal Fury 4: Ballet Brawl, where the characters get together to perform Swan Lake. ▶

● GAME BY SNK ● CONTACT SNK (0171-629 0472) FOR INFORMATION

fury 3

▲ *Naturally the vs mode option is where the game's at its most playable.*

OTHER VERSIONS

Currently the only place you can play Fatal Fury 3 if you don't own a Neo Geo CD is down your local arcade. If you're after more information turn to Videodrome (page 88) for a review of the coin-op.

VERDICT

NEO GEO CD

I'm a big fan of the Neo Geo CD, and it's good to see SNK sticking by thier release policy and getting games into the home as they arrive in the arcades. Which makes this a double shame, as the efforts have been wasted on a game which, while very playable, is uninspiring. Apart from being able to leap into the screen, there's very little else on offer to separate it from the myriad of Street fighter wannabees the Neo Geo has spawned. To close with a cliche: it's one for fans only.

MARK PATTERSON

GRAPHICS	82
SOUND	85
PLAYABILITY	76
VALUE	80

OVERALL

79

PC CD-ROM

RPG ■ Infogrames
£44.99 ■ Out June
No other versions available
No other version planned

The Necronicom, I found the ancient text of the Necronicom, the HP Lovecraft fan shouted, until a rational human being slapped him back to his senses and he realised he'd just been playing Prisoner of Ice...

I don't know how many of you out there in gamer land are aware of the celebrated horror novelist HP Lovecraft, but he was responsible for the short stories that became the cult movies Re-Animator One and Two and also From Beyond.

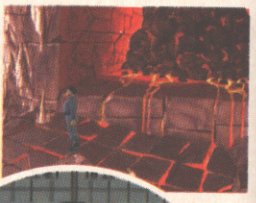
He was also responsible for creating the creatures and world of the Cthulu mythos: strange, giant, alien deities that visited Earth long ago and left their cults and other bizarre artifacts around to send anyone who found themselves one pube short of a toilet-seat full.

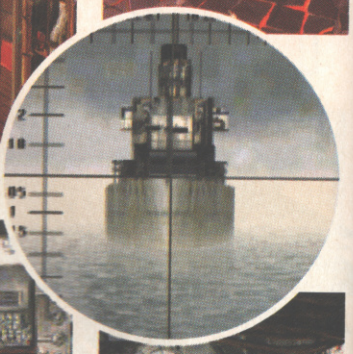
Prisoner of Ice is the sequel to an earlier Infogrames product, Shadow of the Comet and plays in a similar style. Set just before the outbreak of the Second World War, Prisoner's plot centres around a mysterious cargo box, a Nazi scheme and some dodgy Latin types.

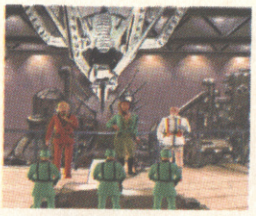
Add this to the Cthulu stuff and add motion-capturing video sequences and a set of extremely logical puzzles and you've got Prisoner of Ice in a nutshell. As you'd imagine from those arty French types, the animation is beautiful, using over 1,500 different frames to make your character, Ryan, and the other 40 punters you interact with tick.

It's a must if you're a fan of the Cthulu role-playing game, but if you're not it shouldn't really put you off because it's a really well-planned adventure.

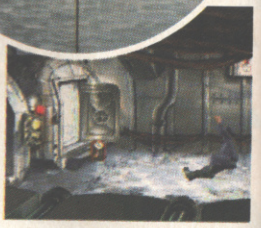
▲ *Wow, it's Don Estelle of It Aint 'Alf Hot Mum fame.*







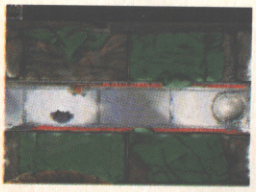
▲ *And the winner of the 1939 Eurovision competition is err, definitely Germany.*



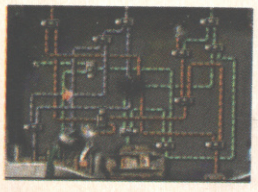
It's time to escape from the open-plan school toilet level.▼

▲ *Err, I don't know whose circle is stoniest.*

▲ *The worst case of worms in medical history.*



▲ *Prisoner of Ice also features the occasional top-view.*



▲ *You even get puzzles like the Crystal Maze pub game.*

prisoner of ice

CVG HIT!

◀ *This stunt-sprite is about to walk through a wall of flames, it's his job you know.*

▲ And I think it was Prof. Plum in the bottom with a nuclear weapon.

▲ Go on mate, give us a record deal, we're good honest.

▲ Typical HP Lovecraft, stuck in a stuffy museum.

▲ Hey gringo, you want to come with me and see man about dog.

▲ Mr. Frosty and his magic lollypop gun strike again.

◀ When the alien strikes there's not too much you can do without an incantation on you.

▲ 'Gunner Sugden! The kettle is a boilin'', screams an irate Windsor Davies.

WAR OF THE WORLDS

Prisoner of Ice's front-end is a treat and sets play up superbly. It tells the tale of the unfortunate scientists' escape from the Nazi camp and their subsequent encounter with the demonic occupants of the cargo cannisters. Time runs out for them as they race to meet you, chased by the German hoardes and attacked by the denizens of the unknown. Incidentally, while most of you probably find this stuff far-fetched, bear in mind that this scenario was based on real (-ish) life events. In 1935, the Nazis created the Ahnernerbe, a division of scientists dedicated to studying certain occult acts and black magic to see if there were any practical implementations for demonic weaponary.

VERDICT

PC CD-ROM

Any fan of RPG-type games will really take to Prisoner of Ice as it's a beautifully scripted intelligent foray into the demonic world of HP Lovecraft, and therefore a little different to your average romp around a dungeon with your standard quota of Elves and other short-arsed mythical types. Prisoner also uses a very logical pattern to deduce the puzzles so you can get through locations pretty easily. Hardened adventurers might find it's over a little too quickly, but you're saddos anyway.

SIMON CLAYS

GRAPHICS	90
SOUND	88
PLAYABILITY	92
VALUE	86

OVERALL

91

ALTERNATIVE

PC CD-ROM

Sam and Max

US Gold/£42.99

Obviously not half as serious as Prisoner of Ice, but another beautifully crafted combination of animation and puzzle-based gameplay from US Gold, with a nice side-order of comedy.

ISSUE 146: 82%

SNES

■ Platform/Puzzle ■ Ocean
■ £Unconfirmed ■ Out Now
■ Mega Drive version available
■ No other versions planned

putty squad

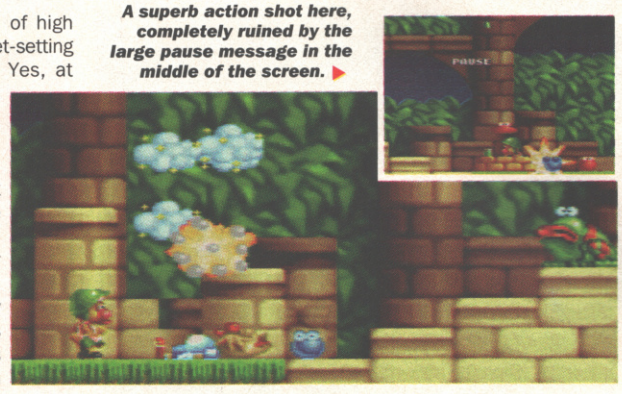
Ocean offer another chance to putty your life on the line...

This is a tale of glamour, of style, of high fashion. This is the tale of those jet-setting Nineties icons The Supermodels. Yes, at last Cindy C and her ilk have been transformed into a team of crack beauty consultants – The Pouty Squad.

Actually, sorry for getting your hopes up there, but that was just our feeble little joke. It was just our way of trying to make this game sound more interesting. It's Ocean's sequel to their much-forgotten, but pretty clever, platform puzzler Super Putty; the story of a blob of window fixative talented in the stretchy, sticky arts. And there's certainly no change on that score. Putty's main strength as a character lies not in his visual appeal (which is negligible), but in the sheer amount of stuff he can do. He's got weapons, he can morph himself around platforms, float, flatten himself and do about, ooh, three other things that we can think of straight off. The environments he's placed in mean the player has to use all these abilities to progress, and the search-and-rescue basis of the missions mean you have to explore each level fully, instead of just the usual left-to-right run through.

That said Putty Squad, despite the slick presentation, is lacking quite badly in atmosphere, which detracts disproportionately from the gameplay. If you're just after a fast-paced platform puzzler with plenty to keep you occupied or you liked the original, this is perfect. But don't expect Sonic-style showbiz or the depth of a Mario title.

A superb action shot here, completely ruined by the large pause message in the middle of the screen. ▶



▲ *Gasp! A deadly trump stuns both good and evil characters.*

VERDICT

SNES

I was pretty enamoured of Super Putty, so it's nice to see that it was popular enough to warrant a sequel. Which is almost the same, really. Not a bad thing particularly, but perhaps this could have been an excuse for a total revamp-fest and mega-huge levels and a new graphical style and... ooh, lots of other things they didn't do. Putty Squad is still a fine title, but one with a selective audience, methinks.

RAD AUTOMATIC

GRAPHICS	85
SOUND	83
PLAYABILITY	89
VALUE	82

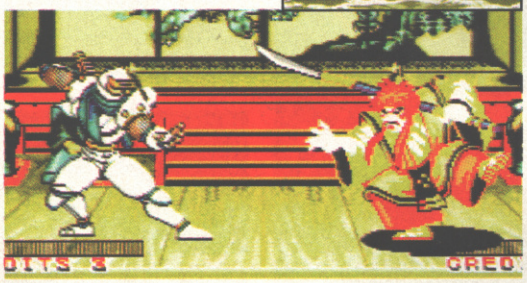
OVERALL

84

MEGA-CD

■ Beat-'em-up ■ JVC
■ £Unconfirmed ■ Out June
■ Super NES, Mega Drive, Neo Geo and 3DO versions also available
■ No other versions planned

samurai shodown



Hoy, watch that sword – you'll have someone's samurai out.

How many of you lovely readers are old enough to remember Gary Numan on Top of the Pops? Or when Blackburn last won the league? Or the Black Death of 1666? Well if you're old enough to remember the last one you might just also recall that Samurai Shodown was once an innovative and exciting beat-'em-up. My, how times change, eh?

Nowadays it takes a lot more to impress (and entertain) your average games player than a couple of gaudy kabuki shaking their choppers at one another. So you might be forgiven for thinking that Samurai Shodown hasn't aged too well. And that's because it hasn't. In fact, this Mega-CD conversion is actually worse than the cart version released some time ago, thanks to the irritating loading time which rears its ugly head between every bout. Coin-op fans will doubtless already have this cart in their collection – there is no reason to buy the CD.

▲ *Bango! Oofyah, yer montygromper!*

VERDICT

MEGA-CD

Sadly Samurai Shodown hasn't stood the test of time particularly well. It's just been outclassed by a severe number of similar titles (such as SSF2). Plus you've got a thousand years of CD access time waiting to pounce the minute you press any kind of button at all. Quite frankly you'd be better off playing the game in an arcade for about 10p a go (because it's quite old) and giving this release a particularly wide birth.

RAD AUTOMATIC

GRAPHICS	79
SOUND	81
PLAYABILITY	78
VALUE	67

OVERALL

71

● CONTACT OCEAN (0161 832 6633) AND JVC (0171-240 3121) FOR INFORMATION

▲ Hit things with your rubbery putty-like fists.

▲ Hey you guys – slapheeeaad! Slappo! Ha ha ha! Baldies! Ho ho!

Now available

Free Magazine Ordering Service at WH SMITH

Computer & Video Games together with WH Smith bring you this service FREE OF CHARGE.

As Computer & Video Games is a listed publication in WH Smith this means that you can buy it through a regular order.

WH Smith will ensure that your magazine goes into a personal folder instore.

All you have to do is regularly collect and pay for it.

Call into your local WH Smith branch for details.

WH SMITH

&

COMPUTER AND VIDEO GAMES

AMIGA CD32

■ Beat-'em-up ■ Thalion

■ £25.99 ■ Out July

No other versions available
No other versions planned

Beat-'em-ups on the Amiga though, they're great! Er, although quite often, they're not. Come on down Thalion, your time has come...

X Fighter

Though many things, the Amiga isn't a machine with an impressive past as far as beat-'em-ups go. Yes, there have been a few corkers over the past couple of years, but, even though the CD32 offers six buttons, along with the magical media of CD, owners have generally had to be content with straight ports from A1200/5/600 releases. Until now that is...

Indeed, for Thalion have decided to have a bash at something a bit different, and a jolly good bash it is!

Though being a tad 'presentationally challenged', X-Fighter offers the player some 32 characters to fight with, being grouped into eight specific teams; Thai Boxers, Martial Artists, Bouncers, Greasers, Ninjas, Soldiers, Bounty Hunters and The Minions of Death.

Apart from the various special moves that accompany each fighter, there are also 'Special Combos' which, once attained and activated, set the player on automatic pilot, running through a set sequence of moves which, when properly timed, can send your opponent home in a small brown envelope.

Varied options allow for tag team bouts, as well as a 'see-saw' versus battle, where one enormous health bar 'tugs' back and forth across the screen as fortunes change. Indeed, it all sounds pretty groovy, ah, 'but what's it play like?' I hear you ask. Step this way...

▲ *Oughya! They don't like it up 'em, do they?*

▲ *Fancy a bit of variation? Why not build yourself a team from your favourites?*

▼ *Not only is this fella a damn fine fighter, he also does gynastic displays!*

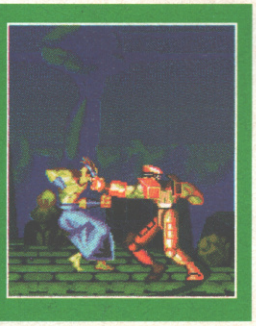
◀ *He flies through the air with, er... big sticks.*

▲ *Cor! Special moves with a difference! Enormous fists or a vertical waterfall?*

Gosh! So many to choose from. Can't I just have one of each in a bag? ▼

HURT ME PLENTY!

What Beat-'em-up would be complete without some rather tasty throws just as your opponent thinks he's suckered you? Well, X-Fighter has a gorgeous supply of throws, leaving you to just decide whether to creep up from behind or grab him by the scruf of the neck!



VERDICT

AMIGA CD32

Hmm, a right difficult one to mark and no mistakin'. X-Fighter makes up in playability and 'feel' what it lacks in presentation and sound, but first impressions are important to many people, and I fear it might not get the playing it deserves. Still, scratch beneath the surface and you'll find a lasting and challenging BEU to rival anything currently available on the humble CD32. With this many characters to choose from, value for money certainly can't be argued with.

MATT BROUGHTON

GRAPHICS	70
SOUND	63
PLAYABILITY	89
VALUE	88

OVERALL

85

COMING SOON

CD32/AMIGA

■ Super Street Fighter 2
■ US Gold

Try to forget the ancient US Gold SF2 conversion, as this looks to be not only a competent offering, but also the first CD32 BEU to take advantage of all six buttons. Keep 'em peeled!

EXPECTED RELEASE: AUGUST

GAME BOY

■ Platform ■ Konami
■ £24.99 ■ Out June
■ Mega Drive and SNES versions available
■ No other versions planned

The Animaniacs have escapedagain, and their about to open up for business.

animaniacs

Now, for as long as I can remember BBC Saturday morning cartoons have always been far, far, better than ITV's, so it was a great surprise when interrupting that *great* broadcaster and presenter, Pat Sharpe, was a quite brilliant cartoon: Animaniacs. Now the Animaniacs are about to hit the Game Boy as they did with the Mega Drive and SNES.

The game's basic premise is the Warner Brothers, Wakko and Yakko, and the Warner Sister, Dot have escaped from the water tower, where they were imprisoned because their cartoons just made no sense whatsoever.

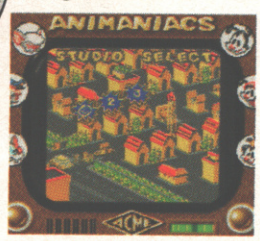
Now they want to open up a pop culture shop and it's up to you to guide them through the various stages collecting various props that are scattered around the Warner Bros studios.

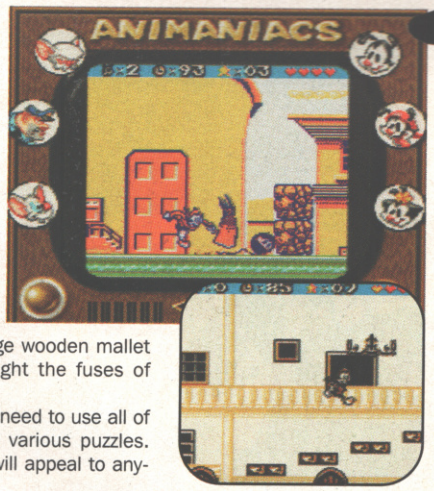
The game's concept is much like any other platformer, ie move boxes, jump from ledge to ledge and collect things. What makes Konami's new one that bit different though is it's a bit more interesting than your average platformer. You can take control of each of the three characters, and each Animaniac has their own specific ability. So Dot can throw hearts which put the baddies to sleep, Wakko has a paddle ball to attack his enemies, and Yakko has a huge wooden mallet that he uses to smash bricks and to light the fuses of bombs and cannons.

To progress on to each stage you will need to use all of the three character's attributes to solve various puzzles. This is an above average platformer that will appeal to anyone who enjoys the series.

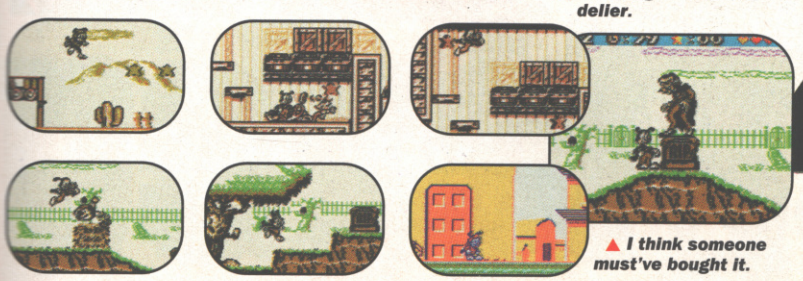
▲ *All your favourite Warner Shop goodies have turned up in this 'ere game.*

▲ *Team work is what's needed here as you have all three characters at your disposal.*





▲ *Schwing from the chandelier.*



▲ *I think someone must've bought it.*

ALTERNATIVE

MEGA DRIVE
- Jelly Boy
- Ocean/£39.99
- ISSUE 161: 90%

This was a bit of a sleeper hit really in that no one expected such a varied and tough game, with such great anims and cool and fun central character too!

VERDICT

GAME BOY

There is no doubt that the Game Boy's capabilities have been utilised well on this conversion of Animaniacs. Although I'm not big on platform games Konami's latest is enjoyable, even though some of the stages are on the bland side of blandness. This is a game that I would recommend Game Boyers to grab if they want a change from the Mario dynasty, but still want to be at the platformer level and don't want to try anything a little more adventurous, like Zelda or Populous et al.

PHIL DAWSON

GRAPHICS	80
SOUND	71
PLAYABILITY	85
VALUE	75

OVERALL **82**

● GAME BY KONAMI ● CONTACT KONAMI (01895 853000) FOR INFORMATION

MEGA DRIVE

Footy Sim ■ US Gold
£44.99 ■ Out June
SNES version available
No other versions planned

Football has really been blocking the U-bend up of late. Allegations of match fixing, crowd trouble and managers taking backhanders have all sunk footy firmly in the brown stuff. However, US Gold's latest kick-about aims to place some respect back into the game.

Footballers, to hear some of them talk it's as though they get a rough deal, negotiating between five, six or seven million pound contracts just to play the noble game. Spare a thought for the amateur who, regardless of Saturday night, braves the elements on a Sunday morning to compete against 11 other sporting heroes.

The training schedule consists of 16 pints of lager and a curry followed by a serious wretching session on the morning of the game. Once at the pitch, the amateur then has to pick axe his boots from the slag heap within which they lie fossilised from a previous match, tie-up vampiric laces, that turn to dust on impact with sunlight and change into a BO-ridden undersized kit.

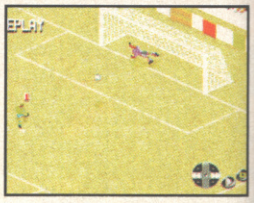
Fortunately, US Gold have totally ignored the down sides of the amateur game and based their product on football's top-flight.

More fun than simulation, Fever Pitch uses eight footballing stereotypes, all with special abilities, for you to collect as you progress through a cup competition. It's an idea that's never been tried before and it has to be said that it works very, very well.

ACTION REPLAY

Fever Pitch has a very simple, but effective replay mode. It's intuitive to use and looks great when you want to gloat over a cracker you've just scored. Check it.

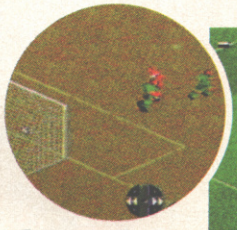
An unchallenged header from midfield...



▲ Is he diving or has he just been run over?

After a goal your team can enjoy some male bonding. ▼

▲ Head out into the desert and play on sand.



▲ Eat my goal! Another rocket breaks the back of the net.

◀ This long haired Latino is about to use his temperament on one of the Ethel Merman's.

This hot potato is courtesy of a special move you get when one of your players gets upgraded after winning. ▼

A goal or hilarity that the opposition are all wearing the under 11s shorts. ▼

fever p

● GAME BY US GOLD ● CONTACT US GOLD (0121-625 3366) FOR INFORMATION

... falls loose around the edge of the box...

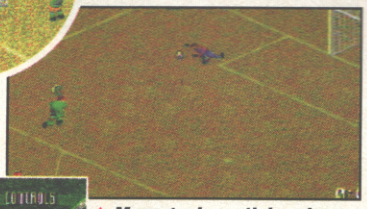
... only to be picked up by a legendary permed striker who shall remain nameless, who shoots...

... and 'cos he's wearing Predator's the ball has more curl on it than his hair...

... the keeper struggles...

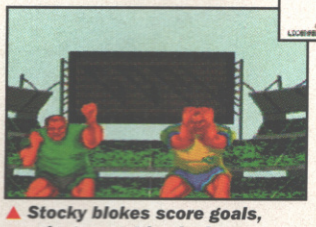
... and some fat latin sweaty commentator (no stereotyping, honest) screams GOOOAAAAAL!

▲ Ah well, looks like it's the Beazer Homes league for me then.



The arty but straightforward options. ▼

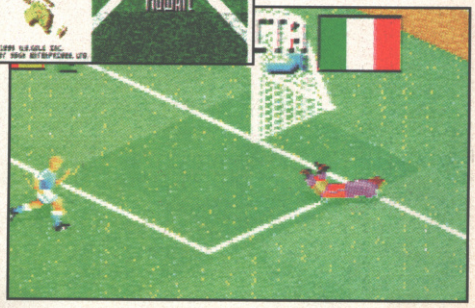
▲ More goal mouth heroics from the keeper.



▲ Stocky blokes score goals, weedy guys get booked.

◀ My God, even the Intro-le type screens look rather cool.

Paul Merson gets confused by which line to follow. ▼



PITCH-URE PUZZLER

Compare the two shots, ponder upon which is SNES and which is Mega Drive and then be amazed to find that you don't really care that much, so we won't tell you, 'cos they're both really quite good, so there.

pitch

ALTERNATIVE

SNES

- Int. Superstar Soccer
- Konami/£44.99

The most addictive footy game to enter the sporting arena ever. Loads of tricks, moves and even a tactical angle. Brilliant stuff that emulates the great game completely without having to be fit.

- ISSUE 159: 96%

VERDICT

MEGA DRIVE

Fever Pitch has some nice ideas that have been implemented pretty darn well. The concept of using characters to improve your team as you win internationals is a good one and adds to the playability. Playwise, it's more arcade than simulation, but this isn't a criticism, it just means that the game relies on more on pace than tricks. On the subject of speed Mega Drive owners should be pleasurably aware that Fever Pitch, rather unusually plays faster on their machine than on the SNES.

SIMON CLAYS

GRAPHICS	86
SOUND	84
PLAYABILITY	89
VALUE	88

OVERALL

89

PC

■ Platform/Shoot-'em up
■ Graft gold
■ £25.99 ■ Out June
■ No other versions available
■ No other versions planned

virocop

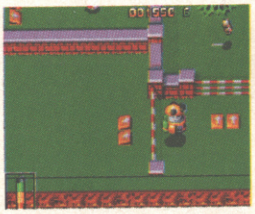
Forget the deadly Ebola – there's an even more sinister virus on the scene...

Hi kids, Virocop here – and I just can't wait to tell you about my new adventure! See, the evil Virons have invaded the Games Dimension and are stopping you – THE KIDS – from playing your favourite games. Only one good guy can save games as we know them from evil viruses, and that's me! So you better start paying me some respect, you little punks. I get so much as a look I don't like from one of you and you can kiss your precious software collection goodbye.

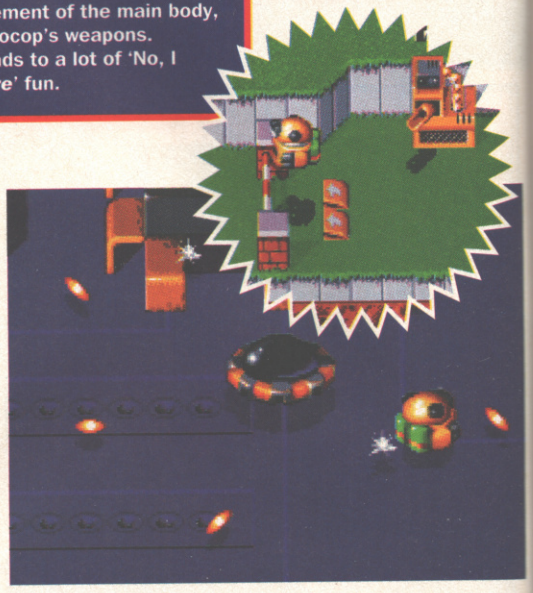
Now listen up – there's a game coming out soon. It's a kind of 3D isometric shoot-'em-up thing, and it's named Virocop, after me. Buy it. If it doesn't get to the top of the charts within a month you can just forget any chance of me doing anything to help. Risk my butt for a bunch of ungrateful wretches like you? Pah! If you think I'm doing all this out of the goodness of my heart you're sadly mistaken. I'm a top-class virus exterminator, built to clean out the insides of NASA mainframes in space, not piffling little Amigas in someone's bedroom. Look at this – mounts for three different weapons. This sort of hardware doesn't come cheap you know. And frankly, multi-layered terrains of ramps, jumps, sudden pitfalls and deadly enemies aren't exactly my favourite hangouts. Anyway, losers, you know the deal. We'll talk when I see the dough.

TEAM VIROCOP

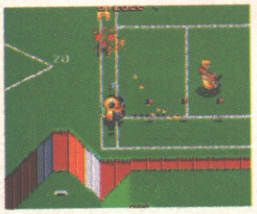
A lot of games these days have two-player modes, but few of them encourage co-operation in the way Virocop does. Virocop, being a robot, is able to move in one direction whilst firing in another. In one-player mode the gun locks position once it's firing, but pick the two-player simultaneous mode and it's a different story. One player controls the movement of the main body, whilst the other aims Virocop's weapons. Needless to say, this leads to a lot of 'No, I told you to fire over ***there***' fun.



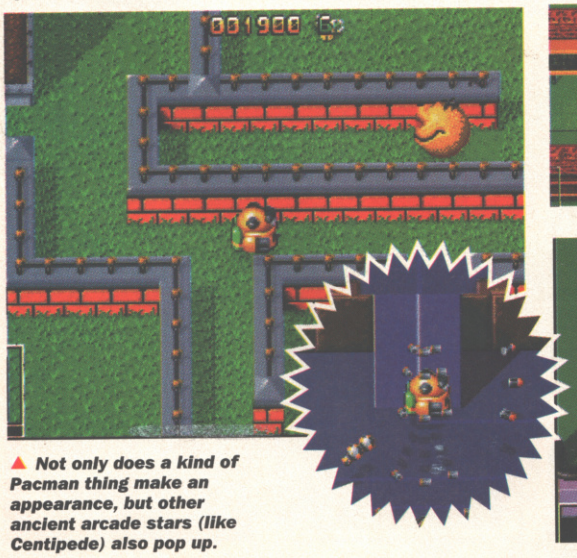
▲ *These little ramps make Virocop jump over things.*



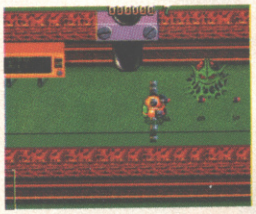
▲ *This alien spacecraft is a real pain. It's very rock hard to destroy and makes a point of shooting at you a lot.*

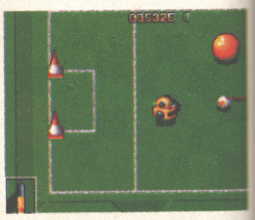


▲ *This game scored an extra 20% on its overall mark simply for including space hoppers. We like space hoppers.*



▲ *Not only does a kind of Pacman thing make an appearance, but other ancient arcade stars (like Centipede) also pop up.*

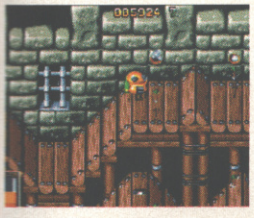




▲ *Have a healthy game of football in the fresh air in Virocop. Not real life.*

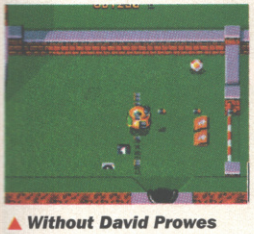
● GAME BY GRAFTGOLD ● CONTACT WARNER INTERACTIVE ENTERTAINMENT (0171-391 4300) FOR INFORMATION

▲ Aah, look at all the pretty welcoming balloons they've laid out for you.



▲ A real-life rustic log bridge in full effect, home-style. How fascinating.

▲ This level (the last one) is definitely rock hard. And this is an easy bit.



▲ Without David Prowes for guidance, the Green Cross Droid resorts to crime.

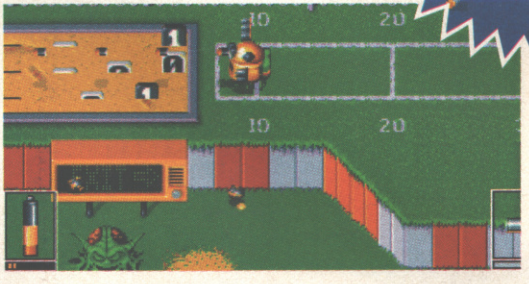
▲ My word, look at all the action going on in this marvellous screenshot.

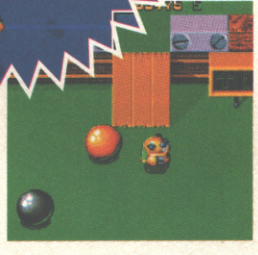
▲ Don't be fooled by those cutesy little dino babies. They're rock hard.

▲ This is what we like to call a 'hail of bullets'.

▲ Ken Dodd's Diddy Men exact their revenge.

▲ What would HR Geiger make of this?

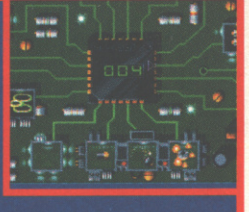




▲ It's trouble. That starts with a T which rhymes with P which stands for pool.

▲ Run over little Cannon Fodder men in this level and watch them bleed.

SHOOTING IRON IN THE SOUL



Virocop, being a hi-tech piece of kit, can't power himself up just by collecting icons. He has to install the gear, once he's built up enough cash (wrested from dead enemies) to afford them. A circuit diagram between each level shows which weapons you can choose from, and allows you to put your money towards connecting a new one. The more wiring between your arms CPU and the chosen weapon chip, the more it costs to fully purchase. Helpfully, the interconnecting strips light up to show just how close (or far away) you are to your objective.

ALTERNATIVE

SNES

■ TOTAL CARNAGE

■ THQ/£39.99

Similar in its roaming 360-degree shoot-'em-up concept, but Total Carnage, as its name suggests, leans more heavily on death than puzzles and dexterity like Virocop here.

■ ISSUE 145: 85%

VERDICT

AMIGA

At its heart, Virocop is a simple game. Run around the levels, up the ramps, shoot the viruses and you're out of there. However, in practice things aren't quite so easy. Each of the themed levels presents the player with a whole gamut of different hazards, which bump up the variety factor as well as the difficulty. The two-player simultaneous mode adds an extra element of joy too, although it actually makes the game harde. None too complex, but this is a top enjoyable blastfest.

RAD AUTOMATIC

■ GRAPHICS	81
■ SOUND	83
■ PLAYABILITY	89
■ VALUE	88

OVERALL ■

88

32X

Shoot-'em-up ■ Sega
£Unconfirmed ■ Out June
No other versions available
No other versions planned

stellar assault

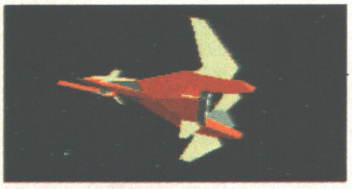
It's one of the great enigmas of our industry. It's good technology, but where are the games? CVG commission special agents Muldar and Scully to probe our very own 32X-files...

The 32X was forged high in the hills of Japan by the mystic monks of Pting. 'Let's make it good and let's make it look like a plastic mushroom.' Unfortunately the monks' sense of humour is the kind that makes them laugh at funerals and snigger at road accidents. So they accidentally on purpose produced just enough software to make people buy it, but not enough to keep them using it. Oh dear.

And that's the 32X story so far. It's OK if you normally only buy one game every three months, but for game-hungry animals, what do you do? Well the answer seems to be keep your fingers crossed and hope. With this latest 32X offering Sega have managed to produce a good, if somewhat unspectacular, shoot-'em-up.

While the game's polygon graphics are all very nice, you can't help but feel that, if Sega's claims about the 32X are true, that there should be a bit of texture mapping to liven things up and make the game seem a bit more realistic. As it is, the action can be a little plodding at times, with constant strafing runs past the bigger ships interspersed with dog fights with much smaller, and far less interesting fighters. However, the overall package comes together well and it is good fun to play, if not that fast and action-loaded.

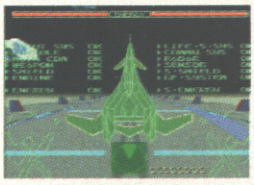
The fact remains, though, that there are better blasters on the Mega Drive. They might not have all the polygon fripperies of Stellar Assault, but they should be a lot cheaper. This is more a game for hard-core 32X enthusiasts, should there be any out there, who can stand the thought of leaving their add-on packed in the box while they sit there and wait for Virtua Fighter to be launched.

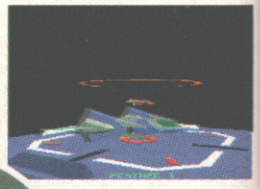


This isn't quite the game everyone expected it to be. In fact it's rather dull to tell you the truth.

3D OF A KIND

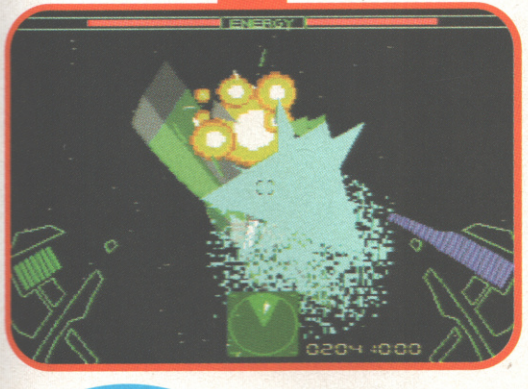
Stellar Assault's 3D graphics are competent, if not that inspiring. After all the lovely texture-mapped 3D-ness of Doom and Metal Head, you can't help but feel a little let down by the sparse number of polygons which make up the enemy ships and the fact that there's almost no detail at all.

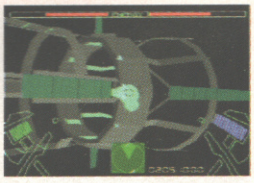




This is your ship. It has a big gun. It gets blown up a lot. Great, eh?

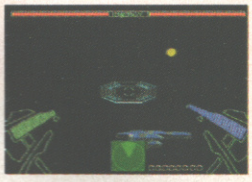
● GAME BY SEGA ● CONTACT SEGA (0171 373 3000) FOR INFORMATION





▲ This ship takes ages to kill and it's dead dull.

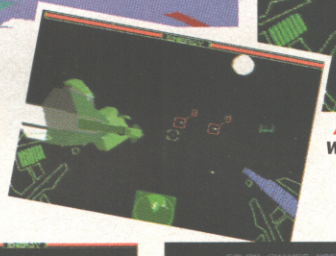
▲ 32X power eh? Doesn't it make a big difference?



▲ Not much happening here, really.

▲ Lift Off! Exciting eh?

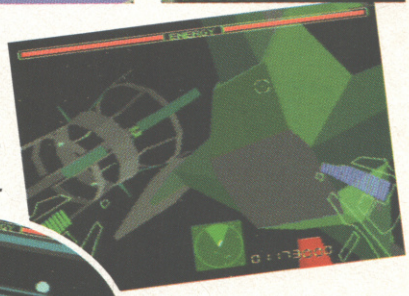
▲ You're gonna die. No, really, you are. We know that for a fact.



Looks a bit Star Wars, doesn't it just? ▶

▲ Erm, your ship looks a little lost.

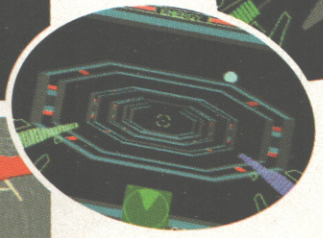
▲ Ooh, different ships.



▲ Plenty of polygons, but no texture mapping. Shame, the game could have done with some.

The small fighters are easily ◀ destroyed.

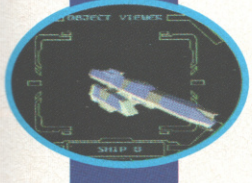
▲ A Ford Capri paint-job, nasty.

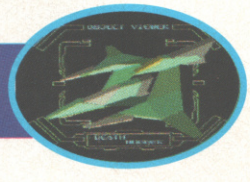


▲ Nothing to shoot here, you're just taking off.

OBJECT VIEWER

Here you go, shoot these and your mates will love you.





VERDICT

32X

This is a truly strange game. On one hand it's a lot like Star Wars Arcade, but on the other it looks like the programmers have tried to create something a lot more like X-Wing. The result falls somewhere in-between. While you have complete control over your ship, the game's not as fast as it could have been. Compensating for that is the variety in the missions, there's always something new, not to mention large, to have a pop at. Not a revolutionary game by any means, but a good blaster all the same.

MARK PATTERSON

GRAPHICS	81
SOUND	70
PLAYABILITY	84
VALUE	80

OVERALL

81

ALTERNATIVE

PC

Tie Fighter

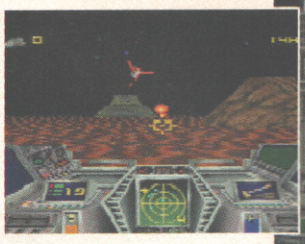
LucasArts/£44.99

Still one of the best 3D blasts on any format. Not quite as fun as its predecessor, X-Wing, but don't let that put you off because at the end of the day it's Star Wars.

ISSUE 154: 92%

JAGUAR

■ Shoot-'em-up ■ Atari
■ £49.99 ■ Out May
■ No other versions available
■ No other versions planned



The unplayable, but pretty looking external rear view.

Calling all Jaguar owners, calling all Jaguar owners. Atari in game release shocker... Read on

hoverstrike

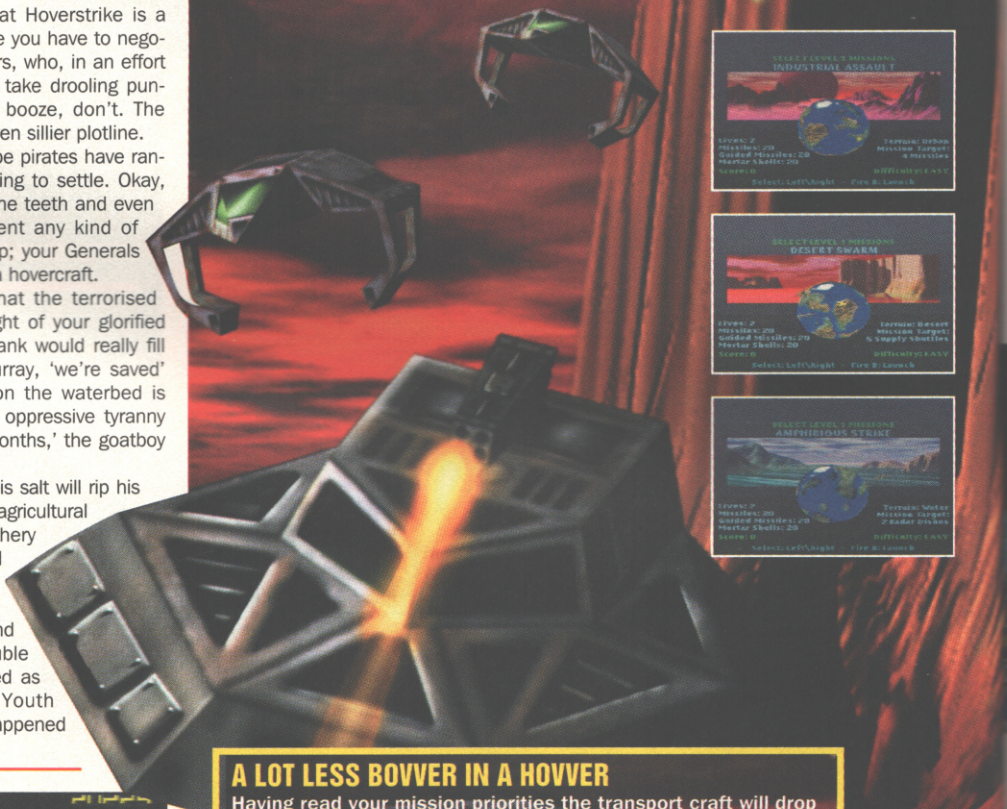
Before you get off thinking that Hoverstrike is a management simulation where you have to negotiate with irate inflatable drivers, who, in an effort for a pay rise are refusing to take drooling punters to Calais to stock up with cheap booze, don't. The actual truth is that Hoverstrike has an even sillier plotline.

Out in space some nasty bruiser-type pirates have ransacked a planet where nice folk are trying to settle. Okay, so the baddies are totally tooled up to the teeth and even have an atmospheric cannon to prevent any kind of invasion. So, top military plan coming up; your Generals send you down to the planet surface in a hovercraft.

You can just imagine the relief that the terrorised colonists would feel can't you? The sight of your glorified li-lo going head-to-head with a heavy tank would really fill the enslaved population with hope. Hurray, 'we're saved' they'd think. 'Look Daddy, that man on the waterbed is going to free us from a brutal reign of oppressive tyranny that has blighted our lives these past months,' the goatboy would say to his shepherd father.

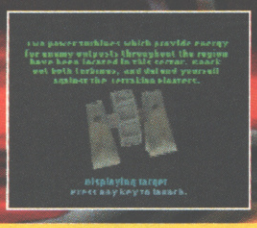
'Ah, but son, any pirate worth half his salt will rip his airbag open with some rusty, but sharp agricultural equipment, or simply pop it with a slithery tentacle,' the shepherd father would reply, to his obviously naive, goatboy son.

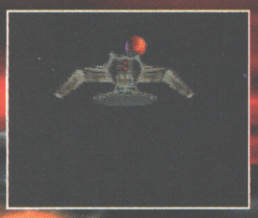
'If only they'd been to Halford's and protracted a body-kit which would double as armour,' the goatboy would've mused as he rued the day he'd said yes to a Youth Training scheme... Well, it could have happened like that.

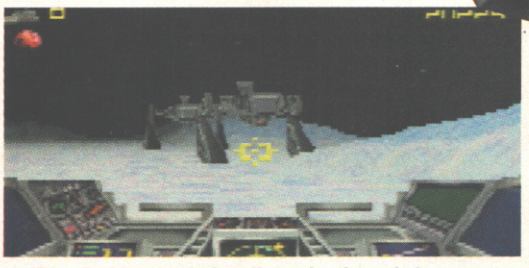


A LOT LESS BOVVER IN A HOVVER

Having read your mission priorities the transport craft will drop you in the approximate zone. The area will be crawling with alien craft and well guarded, but once you've taken out all the major threats (indicated on your radar in green) then you can proceed to your mission target (in yellow). Once you've found it, unleash a salvo of missiles into it, pick up a kebab and wait for your taxi home.







▲ *More design awards for alien scientists who've designed a two-legged craft guaranteed to go A over T within 30 seconds.*

heavy armour land crawler/tank
Powerful weapons, but neither are very mobile.

magnetic mine
Pesky critters that follow you and then blow up.

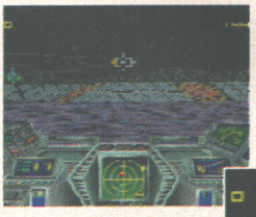
'mad dog' MT walker
As the clever name suggests it walks everywhere. Apart from costing it mucho wonga in shoe leather, it's got a head that chases you after you've destroyed the main body.

gun turret
Remote-controlled and top of the range. Loads of weapons and probably a 24V engine, leather interior and all the trimmings that break after a week.

ARMOUR-GEDDIN IT

durian T5 jet
Accurate from long distance, but only kitted out with Alcan foil for armour.

floaters Various shapes and sizes all of which are a continual pain as they hover around you, nippy flyweights who jab you before moving to avoid your big shot.



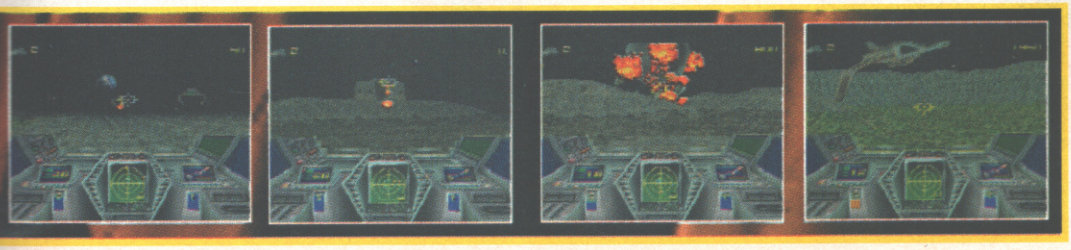
◀ *Secondary targeting allows you to er... target something second.*

Lovely eye for decoration these alien types ▼

▼ *Power-ups à la Doom.*

▲ *Alien technology pioneers the first flying toast rack.*

Anyone for flambéed ET ▶ *and a little side salad.*



VERDICT

JAGUAR

Your biggest enemy in Hoverstrike is probably your own ship. It steers like a quadriplegic camel on hallucinogenic substances, but if (a big 'if') you do manage to suss the controls the first set of missions become straight forward. The problem is that once you get past the first six missions and are in need of fresh thrills, success depends on the same kind of thing but with more objects and aliens to destroy. A year or so ago we might have dribbled just at the graphics, but now we need *much* more.

SIMON CLAYS

GRAPHICS	80
SOUND	75
PLAYABILITY	60
VALUE	54

OVERALL

69

PC
Strategy ■ Impressions
£29.99 ■ Out Now
No other versions available
Amiga version planned

It's a lonely, desolate, Godforsaken plane in summer. Nothing to do until mid-August, when, suddenly, we have football! And before that we have Ultimate Soccer Manager!

▲ *If you start in a low division, chances are this is how your ground will look.*

ultimate soccer manager

As I write this that ex-Spurs tosser Nayim has lost Arsenal the Cup Winner's Cup, Blackburn have shafted United for the title, two managers have been sacked and we're all buying our Everton shirts for the FA cup final.

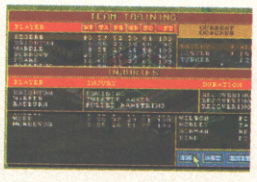
That's football for you. A barrel of laffs, a few tears and runny, caved-in noses for several young stars. It's also about fans pouring loads of money into clubs that sell their best players while the team gets relegated and the chairman points out that, well, we've spent a bit doing the ground up. And it makes for great footy games, which is exactly what we have here.

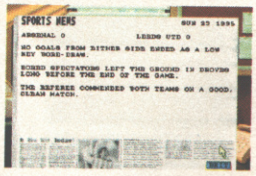
Impressions have been quiet of late. A few wargames here and there is about their lot. So we were taken even more by surprise when this turned out to be one of the most comprehensive footy management games ever produced. All the usual features associated with this genre are there, plus bribes, match rigging, gambling and a Sim City-type stadium construction feature.

But best of all, unlike games like Premier Manager 3, you can start in any division, managing any team with up to £5 million in the bank – which is more than enough, once you've sold your naff players, to invest in a few star strikers and create a team that's capable of taking on the world.

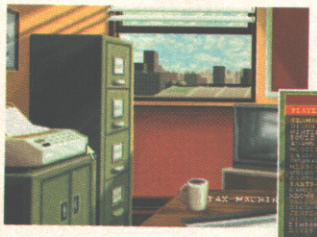
GEORGE GRAHAM RIP

One of the best features of USM is the bungs option. Should you feel there's a very big match coming, or perhaps a few of your star players are injured, a quick £50 grand changing hands in a hotel room could well swing the result in your favour. If you're dead honest this feature can be switched off, but it's fun trying it all the same.

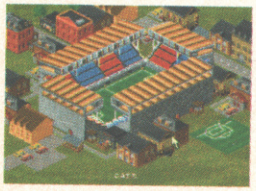




▼ *What a team – every one an overpaid hero.*



▼ *Erm, it's a familiar result isn't it? Somehow I don't think it will get better next season.*



VERDICT

PC

Simply being able to select a Premiership side instead of starting off with a Nothing Conference League outfit was enough to keep me playing this game. Being able to manage the Arsenal and sign Le Tiss for them is superb – and they actually won something. But with all the other features, plus cash bungs, this has proved itself as one of the finest football management games ever released. All we need now is a game that combines this kind of involving gameplay with decent graphics as well.

MARK PATTERSON

GRAPHICS	59
SOUND	55
PLAYABILITY	90
VALUE	91

OVERALL

91

OTHER VERSIONS

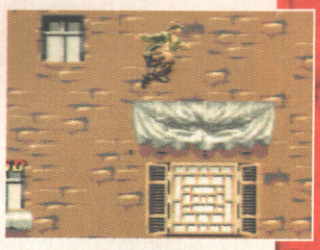
AMIGA
■ USM
■ Impressions

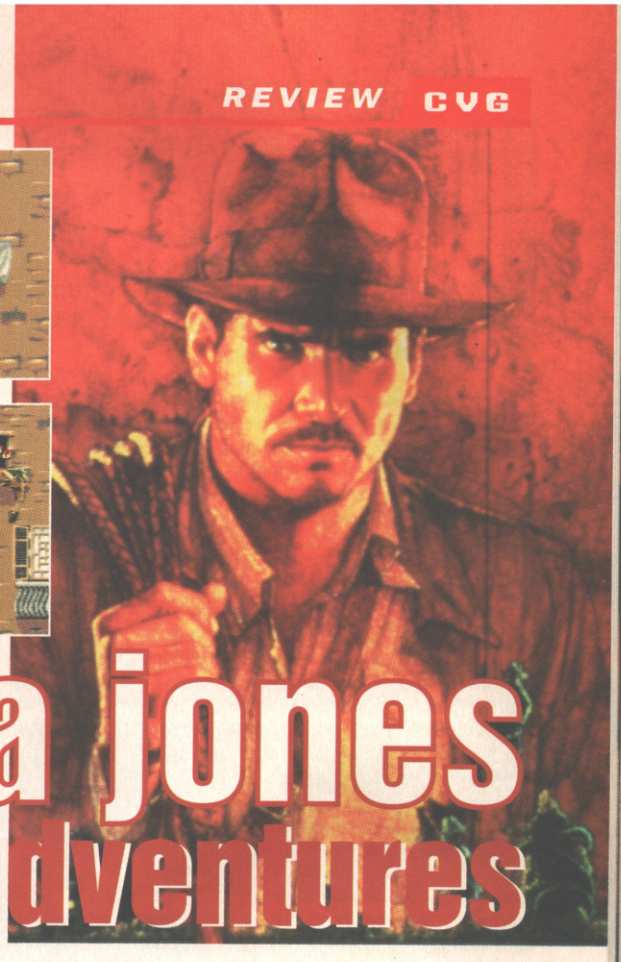
The Amiga version of USM is a kick-for-kick conversion of the PC original, including the Sim City stadium-building stage, and all the other features which make this a hit. What more can you ask for?

■ NOT PREVIOUSLY REVIEWED

MEGA DRIVE

■ Platform ■ US Gold
■ £Unconfirmed ■ Out October
■ No other versions available
■ No other versions planned





indiana jones greatest adventures

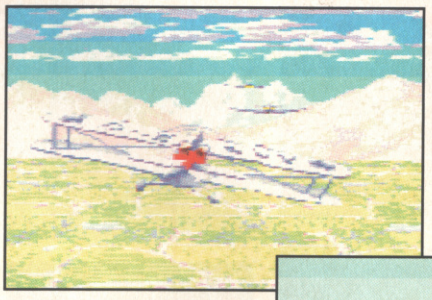
Indiana Jones returns to the Mega Drive – dig it (© Lame Archaeology Jokes Inc).

The man with the hat is back – and this time, he's forgotten his dad. Well, you know what it's like. You get up late, you're in a rush, and it's only when you're well on your way to your destination that you sift through your mental checklist – 'Hat, whip, keys... dad. Bottoms.' And by this time it's too late to turn the mine cart around and head back just for the old duffer. Still, you don't need your parents hanging around you all the time, cramping your style. Let's face it, the last thing you want when you're confronting a demon priest in an ancient Aztec pyramid is your old man faffing around doing his awkward little dance and telling everyone about the time you wet yourself after mistaking your first Fisher Price whip for a snake at age three.

But surely even this embarrassment pales in comparison to the shame of appearing in your millionth platform title, an especially long fall for a movie character. But that's just what Indy's doing, reliving the glory days of his three films in this licence of the trilogy. As you might expect, each level is loosely based on a scene from one of the three flicks (obviously chronologically ordered), or is a completely made-up plot fabrication designed to explain Indy's jet-setting travel penchant. That's artistic licence for you.

WHIP CRACKAWAY

Indy, debonair adventurer that he is, has four ways of duffing his foes. The first, his trusty fists, are provided gratis by the game. The second, grenades, act as smart bombs. The others, his trusty whip and gun, are 'hidden' in various power-ups. Possession of the whip is a necessity as it enables Indy to swing across otherwise impassible chasms, as he is doing on this rather delightful screenshot.



▲ *This was always my favourite bit of Temple of Doom. Or Last Crusade.*

▲ *Oooh, Mr Grimsdale! Mr Grimsdale! Oooooh!*

ALTERNATIVE

AT UNIVERSITY
■ ARCHAEOLOGY
■ £Subsidised Grant

Who needs the game when, after only four years of training, you too could be a jet-setting, zombie-defying, secret-treasure discovering archaeologist? Surely the most exciting occupation in the world?

VERDICT

MEGA DRIVE

As a film licence, it's hard to fault Indy's latest game. It's full of digitised cut-screens and each level contains all-new hazards and play elements, and while most of them have been used before it has rarely been in this quantity. Sadly, though, Indy lacks the fluidity and solid responsiveness that a game like this needs to make it special. Indy is imaginative and well designed, and a great example of what can be done with a strong licence, but it just isn't enjoyable enough to lift above the average mark.

RAD AUTOMATIC

■ GRAPHICS	81
■ SOUND	78
■ PLAYABILITY	77
■ VALUE	80

OVERALL

78

● GAME BY US GOLD ● CONTACT US GOLD (0121-625 3366) FOR INFORMATION

PC CD-ROM

■ 3DArcade Adventure
■ US Gold/Apogree
■ £Unconfirmed ■ Out Now
■ PC disk version available
■ No other versionsn planned

rise of the triad

If you thought Doom was gory, jump into your surgical overalls and get ready for a blood fest.

When the games industry first saw Doom, everybody whooped, hollered and generally just flailed about. It was an event that called for much frothing at the mouth. One thing though, the papers and public panned it. This was not because it was a crappy game or anything, far from it, it was the gore level you see, there was too much of it. Little did they know that not only would it spawn a million clones, but each one was to get progressively more violent.

Rise Of The Triad: Dark War is the latest, and by far the most intestine intensive. For a start the sprites in the game are more life-like, which already rings alarm bells in the 'bad taste' sector, and when they die, they DIE!!! A simple gun will produce a spray of blood, a machine gun will tear chunks off your opponents, and a heat-seeking rocket launcher will tear them limb from limb, spraying other meaty lumps across a ten-yard radius. Fantastic!

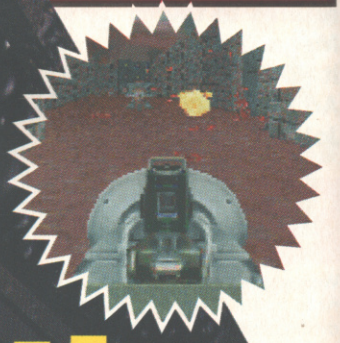
The rest of the game is your basic Doom-alike kind-of affair, with one or two twists. Firstly, there's all these spring-board points scattered around the landscape that enable you (and the bad guys to much comic effect) to bounce fifty foot into the air, generally to collect a power-up. Then you've got platforms, in the shape of floating discs, allowing you to play on different levels within the same environment. It's odd, but it works... just.

Oh, and I almost forgot, there's a plot too, but who cares?

▲ Two guns: much better than one.

IT TAKES TWO TO SUNKIST

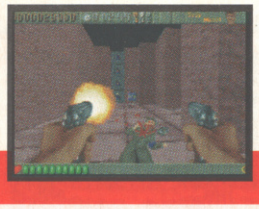
Another outstanding feature of ROTT is its multi-player mode. There are more options for network/modem play than there has ever been for any game of this type before. There are oodles of levels, tons of game modes, and even a fair smattering of game objectives. Essentially though, it's best played when you're blasting chunks out of your mates.

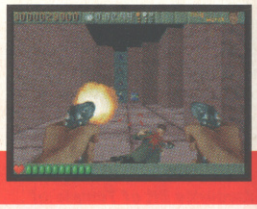


▲ It's no fun killing someone when you're too far away to enjoy it.

MURDER SHE DEFINITELY DIDNIT WRITE

Sometimes, when you only manage to wound your opponent, they kneel in front of you begging for mercy. I tend to find that a good head shot, or a bullet in the gut does the job, and certainly shuts them up.



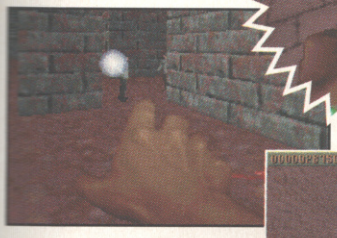


Oh, don't run away, I haven't fired yet. ▼

▲ looks a bit like Wolfenstien.

Heads up criminal scum, I'm coming for you because I'm hard. ▼

▲ Now that's a much better gun to have.

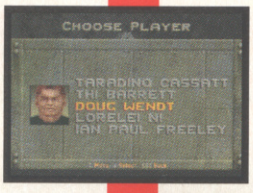


▲ I'm hard, I don't do guns. Honest.

▲ Pistols? You expect me to take on the world with two .45 automatic pistols?

▲ Triad is best played in network mode, killing your mates is topper fun.

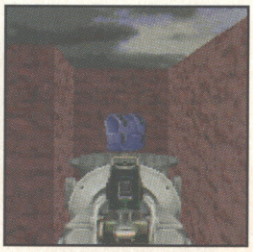
Things have come a long way since Doom, but people can still learn from Dark Forces. ▶



PICK YOUR OWN

There are five characters you could choose, another option that makes ROTT different from other more normal Doom clones, and this is especially helpful in the two-player mode. Not only that, but they do say that variety is the Schwartz Spice Rack, or something.

◀ Triad certainly looks realistic, which should piss plenty of people off once they see how violent it really is.



YOU CAN BE GOD - ITIS OFFICIAL!

Although ROTT has its fair share of lethal toys, there's only one that commands the utmost respect. When you've got it you're treated to some wonderful monk chanting, because it basically turns you into God. Any atheists need not worry though, it doesn't make you grow a long beard, dress in a smock, or be gentle to all of mankind. Nope, it makes your hand glow and allows you to fire pure mega-death from your very fingertips, wiping out everybody in sight. Religion is the major reason from most wars and now you know why.

▲ Caption caption Caption caption

▲ Need big guns.

ALTERNATIVE

SNES

- Wolfenstein
- Imagineer/£44.99

This was the console version of the first Doom-style game, and although it was good in its day, it smells a bit now. Mind you you can shoot Nazi Alsations in it so it can't be all bad.

- ISSUE 145: 80%

VERDICT

PC CD-ROM

Doom games are brilliant, there's no doubt about that, and it's very hard to cock it up when you're using the same game engine. Apogee almost did by adding the platformy stuff, giving you a cross between the most violent of the genre and Sonic. But there are so many levels (all of which are pretty well designed) and the weapons create so much havoc that I'll forgive them this once. Not only that, but watching the game enemies pogo-ing around is something everybody must see.

RIK HENDERSON

GRAPHICS	92
SOUND	87
PLAYABILITY	84
VALUE	95

OVERALL

89

Local Buyers Guide

Summer Specials

Playstation, Transformer, Scart
Lead and choice of game £495
Extra joypads £35
Memory cards £30
Saturn pads £30
Saturn memory cards £25
Daytona USA £40
All new and guaranteed!

TECHNOLOGY PLUS
Tel: 0181-539 5301
Fax: 0181-556 8116
Unit 236 Technopark
Ashley Road, London N17 9LE
Trade enquiries welcome

NORTH LONDON

TORC

▶ 3DO ▶ AMIGA ▶ ATARI ◀
▶ NINTENDO ▶ SATURN ▶▶ SEGA ◀
▶ SONY PSX ▶ SOFTWARE EXCHANGE ◀

9 Wilton Parade, High Street, Feltham, Middx. TW13 4BU
☎0181 893 2100 / 844 2575 FAX 0181 844 1944

MIDDLESEX

VIDEO GAME CENTRE

WE STOCK :- SATURN, PLAYSTATION, 3DO, 32X, JAGUAR, SNES, MEGADRIVE, S. FAMICOM, GAMEBOY, LYNX, GAMEGEAR, NEO GEO CD

3DO		PLAYSTATION		SATURN	
SYNDICATE	CALL	TEKKEN	£79.99	DAYTONA USA	£69.99
WING COMMANDER II	CALL	STARBLADE	£79.99	PANZER DRAGON	£69.99
CANNON FODDER	CALL	PARODIUS	£69.99	ASTAL	£69.99
HELL	CALL	CYBERSLED	£59.99	SIDE POCKET 2	£69.99
DAEDALYS ENCOUNTER	CALL	JUMPING FLASH	£79.99	GRAN CHASER	£69.99
FLASHBACK	CALL	GUNNERS HEAVE N	£79.99	CLOCKWORK KNIGHT	£59.99
SOCCER KID	CALL	SONY JOYPAD	£49.99	SATURN JOYPADS	£49.99
DEMOLITION MAN	£29.99	MEMORY CARDS	£34.99	SATURN SCART LEAD	£19.99

MEGADRIVE		SUPER NES		MEGA CD (USA)	
ROAD RASH 3	£39.99	KIRBY'S AVALANCHE	£49.99	SHINING FORCE CD	£49.99
SPACE INVADERS '94	£29.99	KIRBY'S DREAMCOURSE	£49.99	POPFULL MAIL	£49.99
BATTLETECH	£49.99	SECRET OF EVERMORE	CALL	EARTHWORM JIM	£49.99
PGA EUROPEAN	£29.99	OGRE BATTLE	£59.99	DUNGEON EXPLORER	£49.99
MICKEY MANIA	£29.99	FINAL FANTASY III	£69.99	LORD OF THUNDER	£49.99
URBAN STRIKE	£29.99	ILLUSIONS OF GAIA	£59.99	PRO CDX ADAPTORS	£39.99

PLEASE PHONE FOR OTHER TITLES OLD & NEW RELEASES
1ST CLASS POST - FREE! 888 WIMBORNE ROAD, BOURNEMOUTH BH9 2DR
TEL/FAX: (01202) 527314

WILD CONSOLES

SPECIALIST IMPORTERS
TEL: 01908 640162 TEL: 0850 994372
TEL: 01908 379049 FAX: 01908 379049

U.S.A. GOLDSTAR 3DO
110V STEP DOWN TRANSFORMER
3 GAMES OF YOUR CHOICE
ONLY £399
S.W.C.D.X 32 £CALL

3DO GAMES BEST PRICES GUARANTEED.

GEX	£35	SSF IIX	£35	MAD DOG II	£30
FLASHBACK	£35	SAMURAI SHODOWN	£30	RETURN FIRE	£35
MYST	£35	ALONE IN THE DARK	£35	SHADOW	£30
V.R.STALKER	£30	THEME PARK	£25	PUTT PUTT	£20
CRIME PATROL	£35	DEMOLITION MAN	£35	ROAD RASH	£30
REBEL ASSAULT	£30	POWERS KINGDOOM	£25	IMMERCENARY	£35
STARBLADE	£30	BURNING SOLDIER	£25	QUARANTINE	£35
TOTAL ECLIPSE	£15	SHOCKWAVE	£25	COYBOY CASINO	£25
CORPSE KILLER	£35	FIFA SOCCER	£25	THE COVEN	£25

SEGA SATURN		SONY PLAYSTATION	
DAYTON USA	£70	STAR BLADE	£70
ASTAL	£65	TEKKEN	£70
PANZER DRAGOON	£65	RIDGE RACER	£60
VIRTUA FIGHTER	£60	JUMPING FLASH	£70
VICTORY GOAL	£40	BOXERS ROAD	£70
CLOCKWORK KNIGHT	£35	TOSHINDEN	£60
& MORE			

SNES DEVELOPMENT SYSTEMS ..... £CALL

NEXT DAY DELIVERY SERVICE AVAILABLE

SECOND HAND AND EXCHANGE SERVICE AVAILABLE CALL 01908 640162

1, RIBBLE CRESCENT
BLETCHLEY,
MILTON KEYNES
MK3 7QF

DORSET

MILTON KEYNES

GAMES FX

45 - 47 HIGH ST, BLOXWICH, WALSALL.
(0922) 473 512 10.00 am - 8.00 pm

LATEST TITLES AVAILABLE — SECOND HAND GAMES AVAILABLE

SNES		MEGADRIVE	
Pitfall	£29.99	Bubsy II	£24.99
Mickey Mania	£29.99	Dragon	£29.99
Vortex	£29.99	Eternal Champs	£24.99
Double D Vs Battletoad	£24.99	Global Gladiators	£14.99
Return of Jedi	£44.99	Lotus Challenge	£14.99
Battletank II	£24.99	FIFA '95	£29.99
Turn'n'Burn	£24.99	Radical Rex	£24.99
Claymates	£29.99	Second Samurai	£24.99
Sensible Soccer	£24.99	Yogi Bear	£29.99
Soccer Kid	£24.99	Combat Cars	£14.99
World Cup Striker	£29.99	Skitchin	£14.99
Choplifter III	£24.99	Sonic Spinball	£24.99
D.K. Country	£54.99	Jimmy White's Snooker	£29.99

3DO	
Super SF II Turbo	£54.99
Road Rash	£39.99
Need 4 Speed	£39.99
Samurai Showdown	£39.99

OTHER USED AVAILABLE

SNES Joypads £12.99
MD Joypads (6 button) £12.99

3DO SYSTEM + GAME £394.99

USED SNES GAMES FROM £10.00 U.K. & U.S.

USED MEGADRIVE GAMES FROM £10.00

COMING SOON WHEN RELEASED ON ENGLISH FORMAT:
SEGA SATURN
SONY PLAYSTATION
ULTRA 64
NINTENDO VR32

SEGA 32X NEW! £169.00

SNES + GAME £55.00

MEGADRIVE + GAME £55.00

MAIL ORDER AVAILABLE

GAMES THAT ARE NOT LISTED ON THIS AD, MAY BE IN STOCK. PLEASE RING FOR DETAILS

REPLAY

Importers Of Console Games & Accessories
SEGA SATURN, SONY PLAYSTATION, 3DO, FAMICOM, ATARI JAGUAR, NEO GEO

Sony Playstation + Ridge Racer ..... CALL!!
RGB SCART Lead for Playstation £24.95
ALL PLAYSTATION SOFTWARE AVAILABLE - CALL FOR PRICES
Sega Saturn + Virtua Fighter + RGB SCART Lead £495.00
Neo Geo CD + 2 Controllers and 1 game (CHOICE OF 3 TITLES) ... £399.99
NOW YOU CAN AFFORD THE GAMES - OVER 40 TITLES IN STOCK FROM £29.99
PANASONIC 3DO & PC SOFTWARE - LATEST TITLES (UK & IMPORT) FROM £29.99
CALL FOR LATEST PRICES ON SOFTWARE
No 3 Market Street, Heckmondwike, West Yorkshire WF16 0JY
TEL/FAX 01924 402244

WEST MIDLANDS

DERBYSHIRE

C.C.G.

MAIL ORDER ONLY
PHONE 01869 324472 - LINES OPEN MON-FRI 9-9 SAT-SUN 9-4

3DO	
WING COMMANDER 3	CALL
FLYING NIGHTMARES	£37.00
CANNON FODDER	£37.00
ALONE IN THE DARK	£37.00
DEMOLITION MAN	£36.00
RETURN FIRE	£39.00
RISE OF THE ROBOTS	£37.00
6 BUTTON PAD	£23.00
TWO INFRA RED PADS	£39.00
3DO PANASONIC PAL SYSTEM WITH FREE GAME	£365.00

CD-ROM	
WING COMMANDER 3	£39.00
LEGEND OF KYRANDIA	£27.00
MAGIC CARPET	£33.00
SUPER STREET FIGHTER 2	£29.00
MORTAL KOMBAT 2	£27.00

PC	
LION KING	£23.00
ALADDIN	£23.00
DOOM 2	£30.00

CDI	
MAD DOG MCCREE	£55.00
BURN CYCLE	£35.00
CHAOS CONTROL	£31.00
CDI 450 MACHINE WITH DV CART +5 FREE GAMES + 2 CONTROL PADS	£350.00

JAGUAR	
JAGUAR 64 BIT SYSTEM WITH FREE GAME	£169.00
JAGUAR CD ROM	£142.00

WE ALSO SELL COMPAQ AND IBM PC, PRINTERS AND ALL THE HARDWARE YOU NEED FOR YOUR PC. ALSO AVAILABLE HARD, SOFTWARE FOR AMIGA, ALL NINTENDO, ALL SEGA, VIDEO CD
FOR A FULL PRICE LIST WRITE TO: 3 HILLSIDE CLOSE, UPPER ARNCOTT, BICESTER, OXON OX6 0PF
OR PHONE/FAX 01869 324472. PLEASE ADD £1.60 P&P FOR GAMES AND £9.00 FOR HARDWARE.

GAMES U·S·A·

TELEPHONE: 01708 473113

3DO ● SEGA ● NINTENDO ● JAGUAR ● CD-i

SATURN:		PLAYSTATION:		3DO:	
CONSOLE	£500.00	CONSOLE	£500.00	CONSOLE FZ-10	£385.00
MEMORY CARD	£60.00	MEMORY CARD	£35.00	STAR TREK	TBA
DAYTONA	£65.00	CYBERSLED	£68.00	FLYING NIGHTMARE	£49.99
PEBBLE BEACH	£65.00	TOOSHINDEN	£68.00	CANNON FODDER	£49.99
VICTORY GOAL	£65.00	RIDGE RACER	£68.00		

SNES ADAPTORS £29.99

PRICES & RELEASE DATES ARE SUBJECT TO CHANGE
GAMES USA, 143 HIGH STREET, HORNCHURCH, ESSEX RM11 3YD
FAX :01708 473113 COMPUSERVE: 100350.3221
INTERNET: 100350.3221@COMPUSERVE.COM

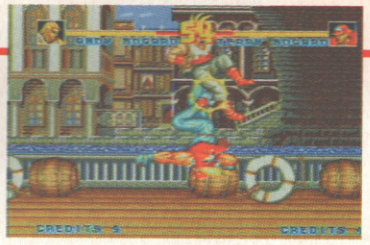
OXFORDSHIRE

ESSEX

MEGA-CD

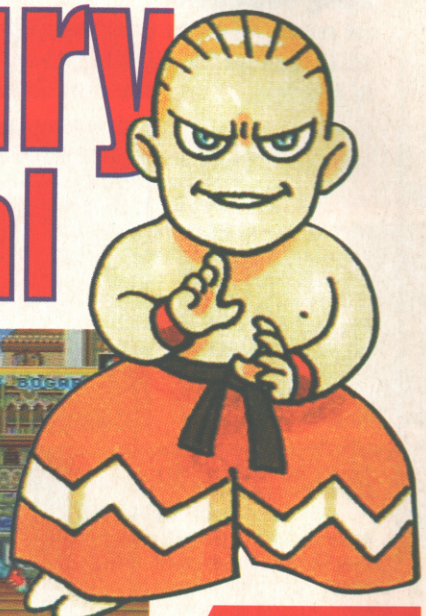
■ Beat-'em-up ■ JVC
■ £Unconfirmed ■ Out June
■ SNES version available
■ No other versions planned

Continuing the current trend for all things retro comes this blast from the past.



◀ *Sudden and inexplicable reversals of gravity are a constant worry for everyone in today's modern society.*

fatal fury special



They're a talented lot that Bogard family. You can say what you like, but you can't knock the fact that the Bogards have a bigger concentration of talent in their ranks than most clans. There's Dirk Bogard, inventor of the famous assassin's knife which shares his christian name. And no-one can forget Humphrey Bogard, the celebrated actor and trivertebrate dromedary. But every family tree has its bad seeds. And in the proud Royal Oak of the Bogards it's only fitting that those seeds be acorns. As seeds go Andy and Terry Bogard are large and hard, much like acorns on a seed scale of thinking.

Andy and Terry, whilst admittedly talented in their own nights, are more at home with beating the fun out of pensioners than helping them across roads. As a result they're much-famed participants in the regular Fatal Fury fisticuffs tournaments which exist in Mega Drive fantasyland. These tournaments pit one mad loony against another in a best-of-three, bare-knuckle combat situation, with the winner progressing to the next scrap in the contest. This time around, thanks to the wonder that is CD technology, the brothers have been joined by some old boss-type pals and some groovy new sound effects. My, it's so hard to contan oneself in these modern times.

▲ *Facing bankruptcy, the Flumps turn bad.*

▲ *Andy and Terry – what awe-inspiring names.*

◀ *Hi chicks, my name's Krenktaar. Hey, come back.*

◀ *A fat bloke. He should try eating fewer pies.*

BRUISE FROM THE FRONT

Fatal Fury isn't just another Streetfighter clone, oh no. It's different. Honest. It's three-dimensional, just like Tekken. Well, not quite. Fatal Fury allows the players to jump in and out of the background (well, one layer of it). This means you can dodge any attack, or use your positional advantage to get a cheap free hit in, depending on your whims. Or alternatively, you could spend the whole game leaping in and out.

VERDICT

MEGA CD

Fatal Fury CD is a bit of a deadweight on a couple of counts. Firstly, the cart version has been available for about ten billion centuries, so big FF fans will no doubt already own a copy. The second problem is that it's been almost maliciously surpassed in its field by the likes of Mortal Kombat II and SSF2. And it's on CD, which means lots of lag time as you wait for each level, or demo, or title screen to load. Not the most advisable purchase and certainly several years too late in arriving.

RAD AUTOMATIC

GRAPHICS	78
SOUND	79
PLAYABILITY	71
VALUE	86

OVERALL **67**

OTHER VERSIONS

The original Neo Geo Fatal Fury is way superior, although outclassed by Fatal Fury 3 (reviewed page 56). SNES and Mega Drive cart versions of FF1 are also available.

● GAME BY JVC ● CONTACT JVC (0171-240 3121) FOR INFORMATION

MEGA DRIVE, SNES, GAME BOY, GAME GEAR

■ Shoot-'em-up ■ Acclaim
■ £Unconfirmed ■ Out Now
■ No other versions available
■ No other versions planned

judge dredd

Fifteen years in the wilderness for the future's Dixon of Dock Green with little media attention, then along comes Hollywood and he's on more formats than people he's shot for double parking. Well, he is the law.

Judge Dredd – is he rock or what? As characters go he's probably the least forgiving of all mainstream British heroes. None of your lily-livered liberal rubbish with him, smile at him at slightly the wrong angle and he'll blow your underdeveloped little 'nads right into the dusty corner of an iso-cube.

Dredd hasn't always been so committed to his job. At one juncture of his gory career he got slightly tired, would you believe, of the violence and the never-ending death. So he went off into the mutant infested, war-ravaged Cursed Earth to contemplate.

I always rather hoped that his illustrious career would be blighted in a far more sensational fashion. Imagine the scoop for the Mega City 1 vid-shows as old infallible Joe Dredd is caught on camera with his neoprene suit around his ankles snorting crystals of pure sugar from a mutant's cleavage while injecting himself with neat caffeine.

As the Justice Department swoop, Dredd guns the Lawmaster and drives recklessly through the streets extoning the virtues of his newly found high while firing his Lawgiver like some wild-eyed grinning Mexican bandit, before attempting escape by kidnapping a bus full of nuns and threatening to kill one an hour unless his nefarious demands are met.

A hover-pod, a billion credits, a team of female acrobat strippers and enough pure sugar and caffeine to put him into orbit are duly arranged and Dredd flies off into the sunset, like a hybrid between Harvey Keitel, Clint Eastwood and Maradona.

And you know, the ridiculous thing is he could get away with it because there's no one tougher on the whole face of the planet than him. Having said that it remains to be seen whether the film will end this way, but it sounds good to me.

GAME BOY

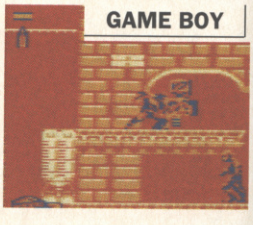
GAME GEAR

SNES

Judge Dredd looking pretty hard with his gun.

GAME BOY

GAME BOY



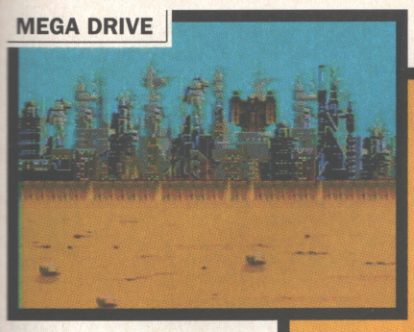
MEGA DRIVE

Judge Dredd even looks hard on a skateboard half-pipe. Show us an ollie, Dreddster!

GAME GEAR

● GAME BY ACCLAIM ● CONTACT ACCLAIM (0171 344 5000) FOR INFORMATION

MEGA DRIVE



SNES

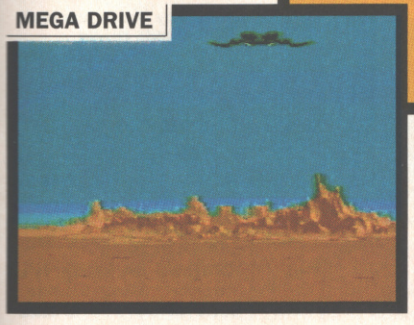
SNES

WHAT FRONT END?

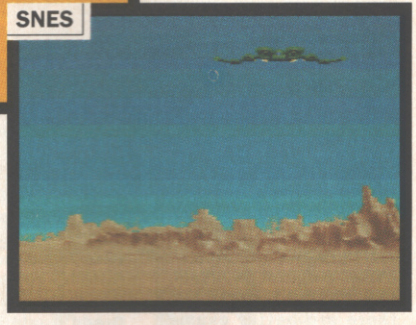
We were expecting that the SNES and Mega Drive versions would at least have a sexy front end. No such luck, what we're showing you is all you get. I guess Acclaim would say that all their efforts were put into the actual action itself.

GAME BOY

MEGA DRIVE



SNES

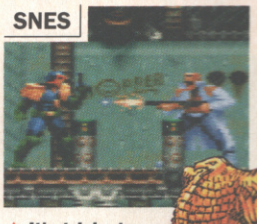


GAME GEAR

GAME GEAR

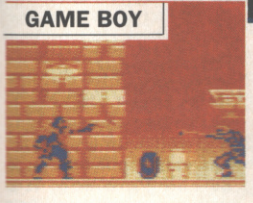
MEGA DRIVE

SNES



▲ *It's tricky to look look hard whilst being shot in the stomach, but it's no problem for Judge Dredd.*

GAME BOY



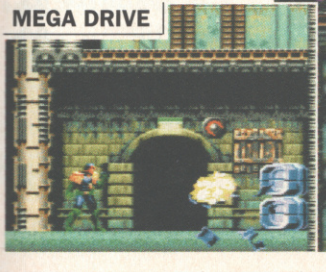
SNES

▼ *Shoot to kill, Joey Boy. And look hard.*

GAME GEAR

SNES

MEGA DRIVE



WHAT THE LAWGIVER THE LAW TAKETH AWAY

It's all very well being The Law, but hardened MC1 perps are just going to laugh in the face of your feeble Earth justice unless you've got something to back it up. Luckily you have, and it's called a Lawgiver. Like all the best instruments of authority it's a big gun which fires a variety of bullets. General Purpose shells are the most frequently used, and Dredd has an infinite supply of these. Along his travels he also picks up ammo for some different functions. Heat seekers lock on to the nearest opponent and chase them until death, ricochet missiles rebound off walls and floors without stopping (although they can knock Dredd for six if you're not careful), incendiary shots explode on impact and armour-piercing shells (the most powerful of all) kill just about everything they hit. Dredd also has access to some supplementary weapons, grenades, high-explosive missiles and 'double whammy' missiles, all of which are grades of smart bomb, and Boing bubbles, used for imprisoning the smokey immortal spirits of the Dark Judges.

judge dredd

SNES

▼ This is you, AKA Joe Dredd. And you're standing there, looking all hard. Grrrr. What a man.

SNES

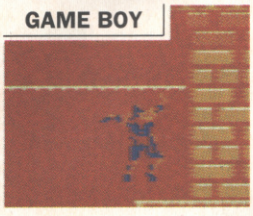
MEGA DRIVE

▲ Stand by doors and look hard in Judge Dredd.

◄ You can even look hard whilst teetering like a girl on the edge of a barrel.

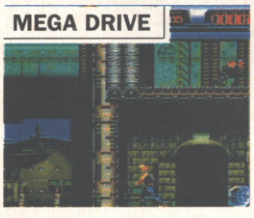
SNES

GAME BOY



GAME GEAR

MEGA DRIVE



VERDICT

GAME BOY

Obviously the Game Boy isn't exactly suited to cope with the finer points of a game like this, so the portable Nintendo version of Judge Dredd is more action-orientated than its 16-bit siblings. However, it's also much slower, in both running speed and the pace of play, and this is definitely to its detriment. And sadly the Game Boy just can't produce the atmosphere required to offset this. It's not terrible, but there are better examples of the genre available. Try Capcom's Metroid instead.

RAD AUTOMATIC

- GRAPHICS 70
- SOUND 67
- PLAYABILITY 69
- VALUE 65

OVERALL

67

VERDICT

SNES

Judge Dredd is an excellent use of the licence in all respects. The central Dredd character behaves as you'd expect and has a repertoire of (usually violent) moves which stay faithful to the comics. It's also unlikely that Dredd would really work as a game without the masses of material lifted from both the books and the movie. But as it stands, it's pretty ace. Atmospheric, challenging and even a wee bit original, Dredd should keep most people happy, even if the action does lag at some points.

RAD AUTOMATIC

- GRAPHICS 85
- SOUND 84
- PLAYABILITY 89
- VALUE 86

OVERALL

88

VERDICT

GAME GEAR

Obviously you can't expect the same of the handheld versions as their 16-bit counterparts. The Game Gear version is much more straightforward than the SNES or Mega Drive versions and much more geared towards action. That doesn't blight it though, because the Game Gear version is a quality product containing plenty of thrills, spills and shoot-'em-up frolics. In fact, as far as Game Gear products go, this is actually one of the best the machine's ever seen. Well worth a blast.

SIMON CLAYS

- GRAPHICS 88
- SOUND 80
- PLAYABILITY 85
- VALUE 83

OVERALL

87

ALTERNATIVE

MEGA DRIVE/SNES

- Alien 3
- Probe/£39.99

Another cracking film licence, Alien 3 mixes tons of hardcore blastorama action with amazing levels of rock hardness and hugeosity – plus the sound's lifted from the movie. A classic.

- ISSUE 139: 94%

VERDICT

MEGA DRIVE

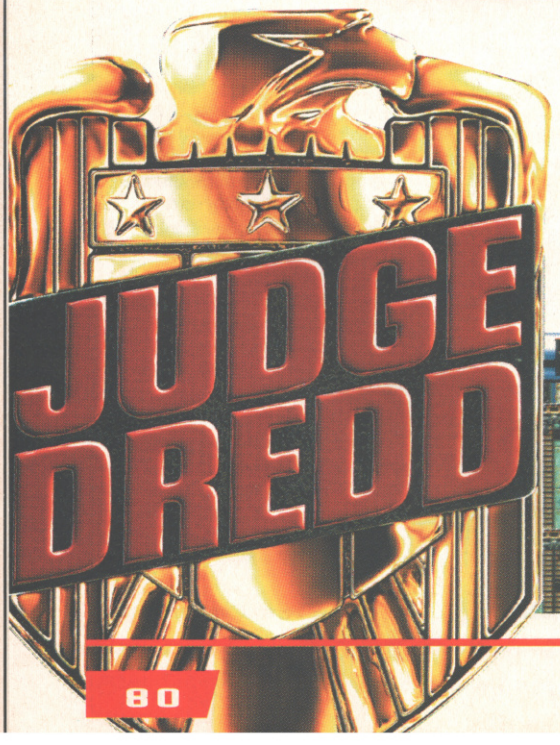
Old Dreddy has taken a bit of stick for coming out as a platformer instead of a Doom-style-high-end-machine-3D-RPG-God's-gift-to-games affair. The SNES and the Mega Drive games are the obvious choices and they do have their limitations. Judged on that criteria, Judge Dredd is a damn fine conversion. It's well animated, and has varied playability. If anything's wrong, it's that the levels can only be completed in one way, which means if you do anything out of order you have to start again.

SIMON CLAYS

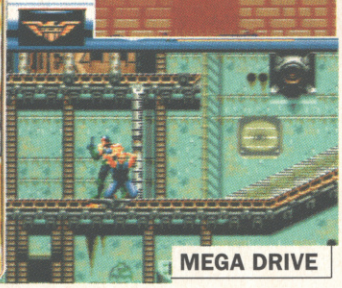
- GRAPHICS 85
- SOUND 82
- PLAYABILITY 84
- VALUE 80

OVERALL

86



GAME BOY



MEGA DRIVE

GAME GEAR

▲ Mini Pops Judge Dredd looking all hard and tough.

MEGA-CD

■ RPG ■ JVC
■ £29.99 ■ Out Now
■ PC version available
■ Amiga version planned

dungeon master 2

By Gandalf's trouser staff its DM2, and its got nothing to do with two 14-hole boots formally worn by skinheads now adopted as a standard fashion accessory for a generation.

Dungeon Master what a classic, back in 1985 you just couldn't fault it. Take a party of stereotyped Tolkien rejects down into a labyrinth of tunnels, puzzles and angry, bored monsters.

It didn't matter that all the characters were, in hindsight, stereotypes because at least that little dwarf fellow off the cartoon, the dungeon master, wasn't there to annoy you. Did anyone ever notice what a total spazzy waste of time he was and, considering he knew exactly what the crack was, did absolutely sod all to help the beleaguered party except to offer some cryptic crap or other?

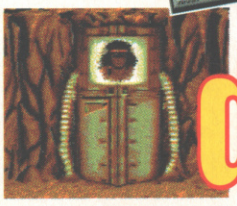
If I was one of those spoilt American kids who metamorphosised into a knight or something that pint-sized gargoyle would be the first one for the chop. Anyway, we digress because the important thing is the game.

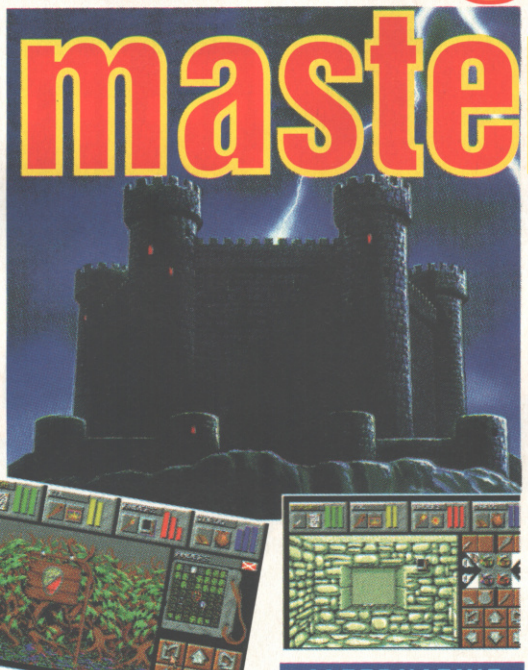
It's sad, the RPG that moulded every adventure subsequently, hasn't moved forward or even sideways for that matter. With so much competition from fifth generation versions, DM2 feels as though it's been lost in one of its own mazes for ten years only to emerge old, grey and past it.

▲ Don't you just love the English weather they always put in these RPG's?

Ooh, my, what's that mohican doing under his bath robe? ▶

▲ Wow! Aren't stats screens good?





▲ This beautiful self-assembly fondue table can be yours from Ikea for only £4.99.

▲ There's a skill to building a wall like this you know.

▲ Oooh! Who's got an electric garage door?

▲ Even in an RPG we start to salivate when there's a sign for an offy.

▲ The cat's never been the same since them worming pellets.

SPOT THE DIFFERENCE!

Calling all PC punters! Take a long hard look at the PC version against the Mega CD and er... marvel at the difference ten years and technology makes.

▲ The magic map comes in handy.

VERDICT

MEGA-CD

Dungeon Master invented the control system and gaming style that nearly every RPG has mimicked since. Its interaction of on-screen events, real-time fighting and use of magic have all been copied and hybridised to death. Apart from clever monsters and the odd feature everything looks and plays the same as its predecessor. DM2 seems to have been lost in the time space continuum for a decade only to emerge a dinosaur with no place in Nineties gaming at all. Shamefully out of date and dull to boot.

SIMON CLAYS

GRAPHICS	45
SOUND	51
PLAYABILITY	60
VALUE	44

OVERALL

47

ALTERNATIVE

PC

■ The Elder Scrolls: Arena
■ US Gold/£34.99

This Doom with swords roam-a-thon allows freedom while still keeping you tied to a plot. Great graphics and playability make Arena what DM2 should have been.

■ ISSUE 151: 90%

● GAME BY FTL GAMES ● CONTACT JVC (0171-240 3121) FOR INFORMATION

SUBSCRIBE TO

COMPUTER AND VIDEO GAMES

12 for the price of 10!

AND SAVE £££££!

That's right! No more hiking down to the shops in driving rain to find your local newsie's run out of CVGs. No, you could be basking in the warm glow of our very latest issue delivered to your door before it even hits the stores!

What's more, subscribe now and you'll get 12 issues for the price of 10! We're practically giving them away! Who knows, if enough of you subscribe we could be even cheaper. Yes, we're not above bribing people. It works for us, and it'll work for you as existing subscribers know – with CVG you're always ahead of the game.

To take out a subscription to Computer & Video Games complete the form and send with payment to : Computer & Video Games Subs Dept, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester, LE16 9EF.
(or if you want to pay by credit card call our subscriptions hotline on 0858 468888 quoting source and offer codes)

I wish to subscripe to Computer & video Games and I enclose a cheque/postal order made payable to Emap Images Ltd for £.....

☐	UK (Offer Code: B14)	: £22.50
☐	Overseas surface	: £40.00
☐	Air Europe	: £43.40
☐	Air Zone 1	: £62.50
☐	Air Zone 2	: £74.20
☐	Eire	: £40.00

Source Code : IB19

NAME: .....

ADDRESS: .....

.....

POSTCODE: .....

SIGNED: .....
(Parent or guardians signature if under 18 years)

All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first avalible issue after that.

Subscriptions guarantee: remember, if you are not completely satisfied with your subscription, you can cancel at any time and get a full refund for any unmailed issues.

☐ **Tick here if you do not wish to receive any direct mail that Emap Images Ltd feels may be of interest to you.**

SNES

■ Sports ■ Virgin
■ £Unconfirmed ■ Out July
■ No other versions available
■ CD32 version planned

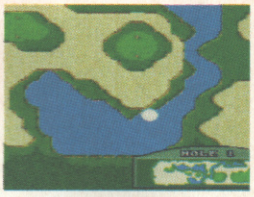
world masters golf

One day the world will be controlled by the legions of golf games. Save us.

Birds do it, bees do it, even Beastie Boys' Mike Ds do it – let's do it, let's play some golf. So sang Frank Sinatra, and, given his heavy mafia connections, we're not about to argue in case he has us shot. In fact, we're just going to take up the sport ourselves, just to show a bit of solidarity with ol' no-teeth. But being lazy square-eyed gameplayers we can't be bothered with all that walking about, fresh air and exercise business. No, we're just going to play a computer game of golf in the comfort of our luxurious offices.

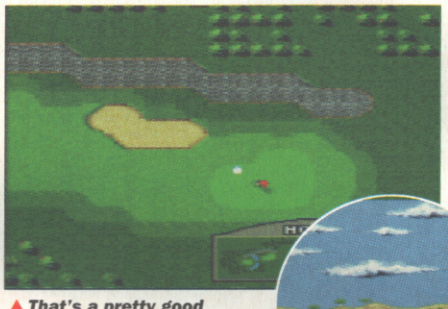
The game in question is World Masters Golf. It offers a choice of four courses, from the nice sedate greeny one to the mega-rock beach course of sand traps and tidal pools. You can take part in a tournament (against other human players if you like), or you can just faff about practising forever. As with most games of this ilk these days there's a whole gaggle of course fly-bys before each shot (so you know where to hit the ball) and after (so you can see how miserably you performed), along with the usual array of stats designed to show you up for the worthless cur that you are. And numerous small holes, generally found on the greens.

▲ That tricky weeing-round-corners moment.



▲ Oh my god! Giant golf balls are taking over Yellowstone National Park! Call the army! Aleeee!

▲ You know, you could just have a nice sunbathe.



▲ That's a pretty good shot. Very well done.

▲ Some sort of abstract impressionist landscape.

▲ Trees. The lungs of the world, or so scientists believe.

▲ Looks like a pretty straightforward putt.

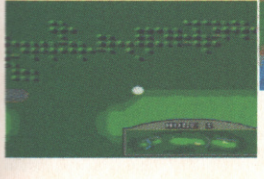
▲ Choose your favourite holiday destination from these lucky four.

▲ Player 1 is treated to a familiarising fly-past before the match.

MORE POWER!

Hey golf game fans – guess how you take your shots in World Masters. Why, that's right, with a power bar. Press the shot button once and the meter shoots towards the left shot line. Press it again and the bar moves back to the right. The idea is to stop the bar right on the maximum potential lines for a long, straight shot, or stop things earlier for less power or a curled shot. Obviously your choice of club affects the performance of both the shot bar and the thwack itself.

One day digital pictures just like this will hang in virtual galleries across the globe. ▶



◀ My god – more giant golfballs! Get that SWAT team down here now!

VERDICT

SNES

I can't say that I think World Masters is particularly bad. But you can't deny that it's remarkably similar to almost every other golf game on the market. The power meter, the course maps, the close-ups of the green, the variety of clubs, it's all alarmingly familiar. The SNES might not have many outstanding golfing titles, but despite the variety of courses on offer and the challenge presented by them, World Masters doesn't exactly rectify this situation. For major Pringle fans only.

RAD AUTOMATIC

GRAPHICS	82
SOUND	78
PLAYABILITY	76
VALUE	77

OVERALL

75

ALTERNATIVE

32X

■ Golf's Greatest 36 Holes
■ Sega/£44.99

The best golf game released recently, this title takes just about every golfing variable into account, it's more of a simulation of the sport than a reflexes-testing power bar-fest of boredom.

■ ISSUE 161: 89%

● CONTACT VIRGIN (0181-960 2255) FOR INFORMATION

CVG REVIEW

CD32

Strategy ■ Mindscape

£34.99 ■ Out July

Amiga, PC CD-ROM, SNES and Jaguar versions available

No other versions planned

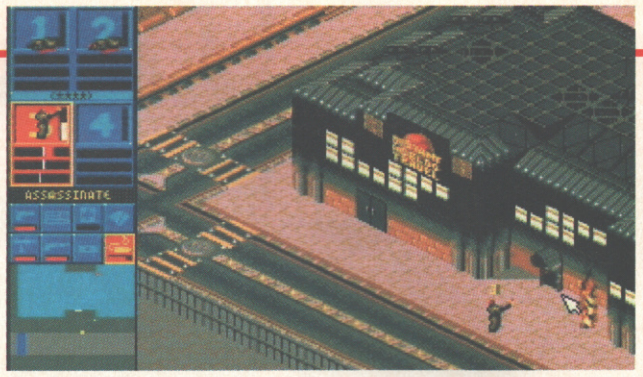
There's no lottery winners but still big stakes on offer in Bullfrog's classic cyberpunk strategyfest...

syndicate

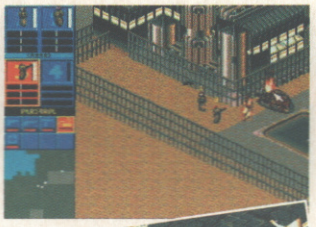
Set in a miserable cyberpunk future Syndicate's plot revolves around a number of mega corporations, or Syndicates as they're known. These guys are far more powerful than, and have long since replaced, governments, but crave still more power and so in a Risk-stylee set out to destroy each other.

The syndicates are still companies at heart though and don't want to risk offending their product audience, ie the general public. Therefore missions must be carried out covertly as the player takes control of up to four cyborg spies drugged to obey orders as they carry out assassinations, kidnaps and other unsavoury acts. The game window fills about 75% of the screen, with the rest taken up by a scanner which keeps track of the player's cyborgs, enemy spies and civilians plus another four windows which represent the cyborgs' stats.

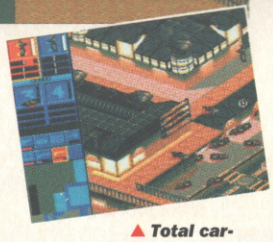
Things become increasingly vicious as time wears on so funds can be ploughed into research to develop stronger cyborg body parts and more destructive weapons. Special mention has to go to the flame thrower. You haven't lived until you line up a number of weak, pathetic civilians and toast them to the accompaniment of great sampled screams. A ha ha, extreme power is mine!



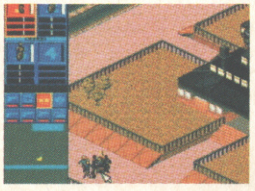
◀ *Missions tend to involve either killing or 'persuading' someone to join your syndicate. That's kidnapping to the thickies out there.*



▲ *The aim is to conquer the world and the final battle takes place on that artificial island in the Atlantic Ocean. Here you can see that I've conquered Europe and the next mission will be in a territory directly opposite my border.*

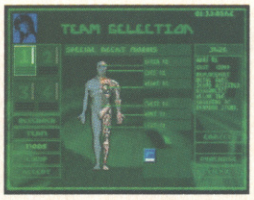


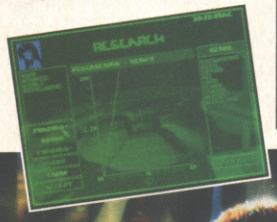
▲ *Total carnage! The missions in this CD32 conversion are the same as the original Amiga and PC versions rather than those featured in the Mega Drive and SNES games.*



▲ *By using the persuadotron people will beg to join your cause. Handy as a human shield during battle.*

Invest funds in researching new and more destructive weapons. ▼





CD FREE

Syndicate's intro on the original Amiga version was a bit smart as it was loaded into memory in one chunk despite the pre–rendered graphics. With sexy CD intros the norm these days it doesn't seem quite as impressive on the CD32 version but is still worth a gander thanks to the smart Cyberpunk atmosphere it generates so er... here's a look!

ALTERNATIVE

SNES

■ Cannon Fodder

■ Virgin/£49.99

Plenty of death and blood in this vintage Sensi outing and a few Syndicate style puzzles to boot. Most essential.

■ ISSUE 157: 90%

VERDICT

CD32

The game engine in Syndicate has dated badly and the graphics are hard on the eye, even when played through an SVGA monitor. There's a number of niggles which tarnish the overall feel such as the way you can't see your men when they enter or walk behind a building. Cutaways would make all the difference. Thankfully gameplay is redeemed by the superb cyberpunk atmosphere, well structured levels and extreme violence. This is still a class title but it won't impress as much as it did two years ago.

RIK SKEWS

GRAPHICS	77
SOUND	50
PLAYABILITY	82
VALUE	87

OVERALL

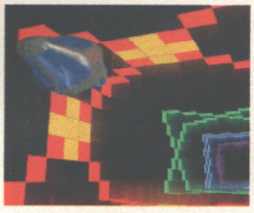
80

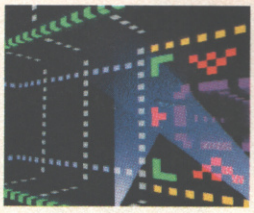
● GAME BY BULLFROG ● CONTACT MINDSCAPE (01444 246333) FOR INFORMATION

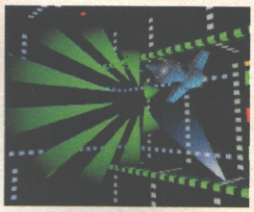
PC CD-ROM

■ 3D Shoot-'em-up ■ Psygnosis
■ £Unconfirmed ■ Out Now
■ No other versions available
■ No other versions planned

Live life on the edge, pilot your ship at high speeds, earn lots of money. But only if you've got a CD-ROM...





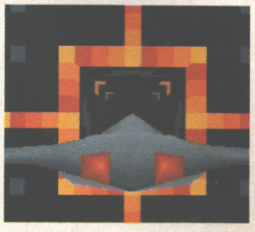


pyro technica

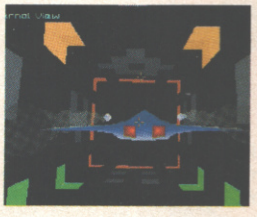
Think about the future... imagine piloting a starfighter along twisting tunnels at fantastic speeds. Picture blowing up countless alien ships, rescuing stranded humans, and making huge amounts of wonga. If this sounds like your idea of fun, then read on.

In the future, information on alien life forms is the most valuable commodity around, with big corporations willing to pay top whack to anyone willing to retrieve it. Obviously, nothing in life is easy and if a Runner (the name given to data retrieval specialists) wants to take a company's money, then they've got to expect a few difficulties. The first problem is that the info is stashed away in some pretty inaccessible places (like the cores of dead stars), and the second problem is that these star cores are protected by a large number of very, very nasty alien cyborgs called Adherents that are programmed to defend this knowledge at all costs.

Take control of a ship flying through a 3D maze environment, blow up everything that comes near you, rescue some humans who are stranded and collect the information from the core... oh yes, and get out of there pronto. There are eight weapons at your disposal, ranging from mere grenades (which kill enemies that are hiding behind corners) to a heavy laser (which blows up everything but it's very slow to recharge).



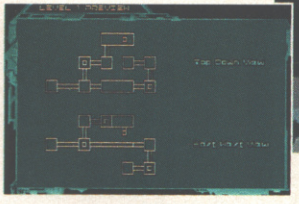
▲ *It's all gone rather strange, blocky and it has to be said... square.*



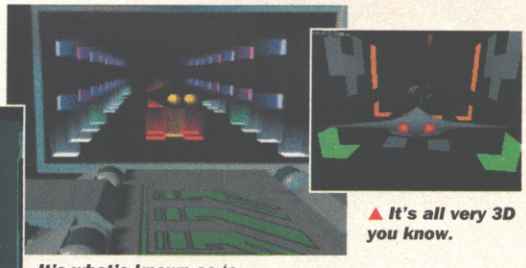
▲ *Watch that you don't touch the edges, only it doesn't do ya much good.*

A MAN WITH A MISSION (OR TWO)

The first mission is, obviously, the easiest. Scoot through a few rooms avoiding the nasties, grab the info and scram! After this they get quite tricky, and require a lot of thought.

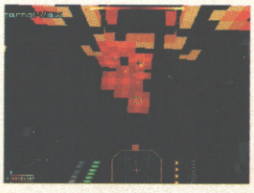


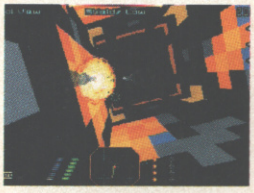
▲ *It's like one of those confusing shopping mall maps: now where's HMV?*

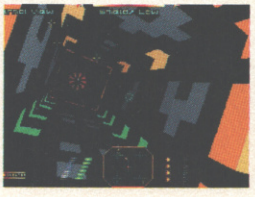


It's what's known as 'a 3D maze environment' you know.

▲ *It's all very 3D you know.*







▲ *For some reason this game looks like Tetris. Think about it.*

VERDICT

PC CD-ROM

The first word that springs to mind when you start playing this game is 'Descent', and the game is very similar to the Interplay classic in both graphics and playing style. But it lacks that magical quality that made Descent so playable. The graphics are smooth and colourful, but you don't quite get the feeling of 'being there' that you get with Descent. If this had been released six months ago, it would have been excellent and ground breaking, but now, it's simply second best.

MARCUS BEER

GRAPHICS	89
SOUND	85
PLAYABILITY	80
VALUE	84

OVERALL

86

● GAME BY PSYGNOSIS ● CONTACT PSYGNOSIS (0151-709 5755) FOR INFORMATION

CVG REVIEW

3DO

■ Platform Adventure ■ US Gold

■ £39.99 ■ Out Now

■ Mega Drive, SNES, Amiga and PC versions available

■ No other versions planned

flashback

Another 16-bit classic makes its weary way on to the 3DO...

Step back in Time' as that rather diminutive little Ozzie, who's now performing high kicks in Street Fighter, once sang (and more embarrassingly I remember it); or more to the point flashback in time to when we first saw this kind of fluid rotoscoping animation on our gaming screens. Well it was many earth moons ago, especially if you think of its predecessor: Another World. Flashback is certainly the best of the three though, and certainly a worthy game (the last version we reviewed was the Mega Drive one and that scored a triumphant 94 percentages).

For those gamers who're unaware of what the whole shebang's about though, let us digress, briefly... Conrad Hart's your man, and the story goes that he's a secret agent who's been kidnapped by aliens (who were posing as politicians) and has been taken back to a hostile planet. Hart's memory has been erased, and it's his job is to find it, escape the planet and return to earth and expose the aliens.

The 3DO Conrad sprite has all the manoeuvrability that his counterparts had, and the backgrounds look as lush as ever. Where the 3DO version excels however is the sound, it's so crisp and the samples are trés realistic, especially the gun shots. Not forgetting of course the cut scenes, which on our Panasonic player look particularly handsome you know.

▲ In the future people will wear purple trousers.

▲ All the levels are like, 'big', and quite baffling too.

The menu shows ▶ your currently selected item.

IT'S ALL LOOKING DIFFERENT HERE NOW...

The only noticeable difference to the earlier versions of Flashback are the slick cut scenes and full motion video intro, which are of course up to the high standard you'd expect of a 3DO game, especially one done by the likes of Delphine.

▲ I'm inclined to agree with you, it does look much like any other version.

▲ I like Conrad's crouch (no, I said crouch!).

▲ Nice little spot effects, don'tcha fink?

ALTERNATIVE

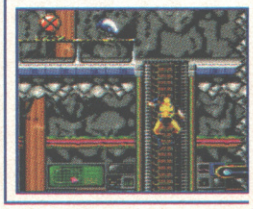
MEGA DRIVE

■ Wolverine

■ Acclaim/£49.99

Uses a similar game engine to Flashback, in that there's rock hard puzzle-style platformers and a central sprite that is incredibly manoeurvable – and dead cool, like Conrad himself.

■ ISSUE 158: 89%



VERDICT

3DO

Do 3DO owners feel like they've bought a refurbished Mega Drive or SNES. I mean who wants age-old games on a 3DO? We've seen the games the 3DO is capable of: The Need for Speed, Return Fire and FIFA, all of which showed off its capabilities well. While Flashback is impressive, it's arrived late in the day on 3DO. If someone's upgraded from a SNES or Mega Drive they've seen this game yonks ago and no amount of FMV or clear, crispy CD sound is gonna make them shell out the readies for this.

GARY LORD

■ GRAPHICS	89
■ SOUND	90
■ PLAYABILITY	89
■ VALUE	75

OVERALL ■

80

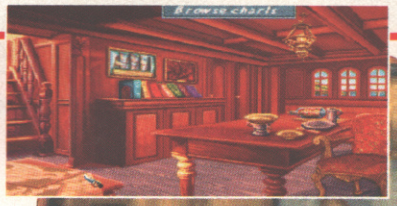
● GAME BY DELPHINE ● CONTACT US GOLD (0121-625 3366) FOR INFORMATION

high seas trader

A1200

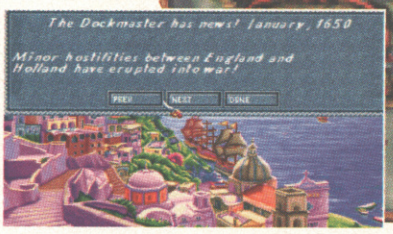
■ Strategy ■ Impressions
■ £34.99 ■ Out Now
■ PC and Cd-ROM versions available
■ No other versions planned

Pick up your parrot, munch a salt biscuit and take a swig of rum as Impressions invite you aboard their latest strategy sim...



If you want a crap analogy then High Seas Trader is kinda like that classic space trading sim Elite, but without the space and lots of water. And a boat instead of a spaceship. But unlike Elite it's not a one-man job, crew have to be hired, everything from thickies to fire the cannons to a helmsman to stop the boat from drifting aimlessly around the port for weeks on end.

Provisions are also needed to keep the crew alive during arduous months at sea and it's a good idea to invest in ship spares in case your boat springs a leak while in the middle of an ocean. Tooling up with this lot costs a packet and considering you begin with only a small amount of capital and that the main aim of the game is to make more money things don't look hopeful. The endless storms, pirates and other traders undercutting your profits don't help either. Perhaps that corner shop dream wasn't such a stupid idea after all.

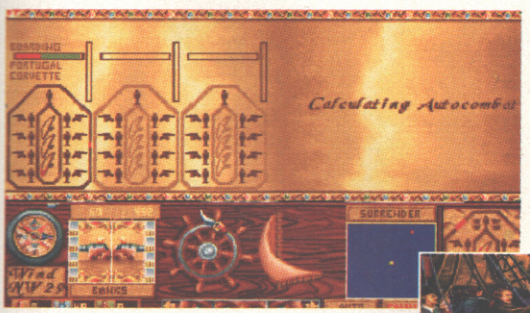


▲ *Bartenders are usually a good source of gossip but their chatter can be a couple of months out of date so don't believe everything you hear.*

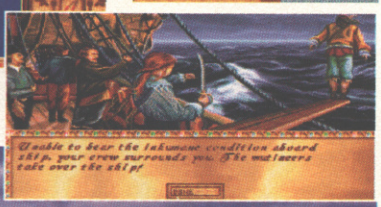
Success comes from buying something dirt cheap at one port and then flogging it for a sizable profit at another. There's also a number of people looking for passage, most of whom will pay handsomely for the privilege of travelling with you. Be careful though, because they might be an unsavoury character that could cause trouble as soon as you leave the safety of a port.

▲ *That isn't the crew's laundry hanging out to dry but smoke from the cannonball I've just fired at the enemy in the distance.*

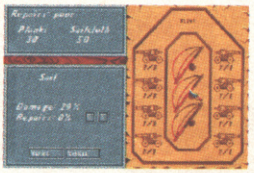
Make lots of money and you can start investing in property and treasures, as well as a bigger and better boat. This completes the other aim of the game: to become part of the nobility once more after your rightful title and inheritance was stripped from your father by a ruthless earl. The git.



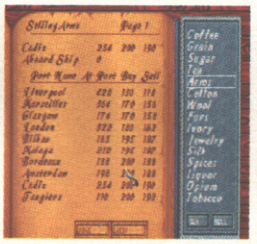
▲ *Take the stress out of combat and let the computer do all the tricky calculations. It's a lot more fun than it looks, honest!*



Try to avoid storms where possible as they can cause plenty of damage to your ship.



▲ *Ship repairs can be done at sea and the more crew you have the quicker they will be carried out.*



▲ *Arms and opium fetch the best prices but be sure you reach a port that offers a good rate.*

◀ *Avoid the areas marked with skull and crossbones. These are the known locations of vicious pirates.*

◀ *Treat the crew badly too often and you'll find yourself walking the plank. Gulp, where's my flippers?*

▲ *In the chart house you can buy maps to different areas of the world as they become available. This is also the place to hire a helmsman. While not essential helmsmen can improve the quality and shorten the length of journeys.*

VERDICT

A1200

Impressions' games tend to be heavy going, tree-killing manual fests, but High Seas Trader is easier to get into than many of their titles. Watching your balance surge from lugging cheap goods from one port and flogging them for a profit at another is very satisfying, as is spotting emerging trends. Unfortunately there's a lack of variety, with many of the locations looking similar and little in the way of new commodities to discover. Overall though High Seas Trader is a competent sim, if a little repetitive.

RIK SKEWS

GRAPHICS	72
SOUND	40
PLAYABILITY	82
VALUE	85

OVERALL

80

OTHER VERSIONS

The standard PC version is much the same, just with slightly higher quality and more colourful graphics. The CD-ROM version also includes digitised speech. Gameplay is the same as the A1200 version.

PC

● GAME BY IMPRESSIONS ● CONTACT IMPRESSIONS (0171-351 2133) FOR INFORMATION

Armed only with 50p pieces and a bag of pound coins our Video Drome reviewers take a day trip to Coin-Op Land, and they don't come back until every new arcade game has been well and truly tested...

VIDEO

Savage Reign: game or lame?

- Beat-'em-up
- 50p per play
- SNK
- 1-2 Players

Savage Reign is another beat-'em-up in SNK's long line of 2D-3D fighters. As ever there is a choice of 12 weird and menacing characters for you to choose from. Once you have made your selection, you are blessed with what are probably some of the best backdrops yet seen in a beat-'em-up. Each character has their own weapon which can be used by activating one of their specials, but behind all the nice graphics and touches it doesn't really amount to anything that we haven't already seen in one guise any more. Even with the ability to jump from various platforms, and use trademark weapons, for example the Joker character has a razor sharp playing card that he attacks his foe with, SNK have failed to produce the goods. At first glance you would think Savage Reign has been around for a while because apart from a gaming scenario there doesn't seem a great deal of difference

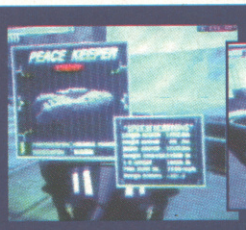
FUN LAND

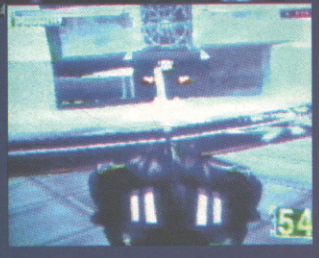
Savage Reign

Cyber Roll

- Shoot-'em-up
- £1 per play
- Namco
- 1 Player

FUN LAND





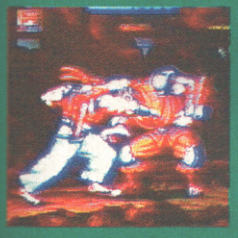
The 3D texture-mapped shoot-'em-up feast that goes by the name of Cyber Commando is Namco's follow up to their acclaimed Cybersled arcader (which we saw recently on PSX – see issue 161). This sequel is a much better game, so much so that it's going to be as popular with arcade patrons as a Pamela Anderson copy of Playboy is at a sperm bank.

In Commando you are given the option to choose from six of the fiercest battle vehicles you've ever seen. Each one has its own strengths and weaknesses, some are slower than others, and some have better weaponry, but each one has its own particular forte. The aim of the

Cyber C

DROME

between this and any other of SNK's beat-'em-ups like Fatal Fury or Sam Shodown to mention just a couple. SNK beat-'em-up die harders will probably enjoy this, as will first time players, but the rest of us will be spending our cash on Mortal Kombat 3.



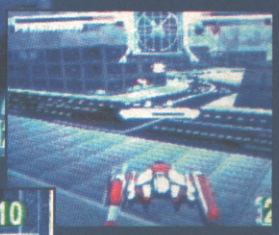
- SPRITES 17
- ANIMATION 17
- SPECIALS 15
- PLAYABILITY V cpu 15
- MULTIPLAYER 17

81

game is to tactfully manoeuvre around buildings and blast the opposing CPU-controlled vehicle. Once you have destroyed the enemy machine you progress on to another harder level (natch). Each Cyber Commando has two weapons: the standard machine-gun, and the obvious super weapon.

You don't have an infinite amount of firepower so it's important to find the power-ups. These can of course be found by using the on-screen radar and will show up as white dots, whereas the enemy shows up as a big green blip.

Cyber Commando is what's known in the industry (if we're putting on our posh voices) as 'terribly impressive'. The backdrops are beautifully detailed and the machine sprites really look as though they're a formidable fighting force. Expect crowds similar to those around Virtua Fighter 2 and Sega Rally huddled round Cyber Commando as it's gonna be big!



r Commando

- SPRITES 19
- ANIMATION 18
- CONTROL 18
- PLAYABILITY V cpu 20
- STRATEGY 15

90

VIDEO DROME

Highway to Hell?

- Beat-'em-up
- £1 per play
- SNK
- 1-2 Players

Fatal Fury 3

Since the gaming world fell under the spell of Virtua Fighter very few companies have been able to resist the lure of 3D scrapping and multi-view perspective. Fatal Fury 3, imminent in the arcades, sticks with the rather more traditional look for their third bout in the battle of the beat-'em-ups

Continuing where Art Of Fighting, Samurai Shodown and Fatal Fury 2 left off, Fatal Fury 3 is the road movie of the beat-'em-ups. Travelling from one beautifully stylised backdrop to the next, your choice of one of ten characters (five more than the last dojo) issues challenges as he or she journeys towards a final encounter.

The main gaming difference is the introduction of, what can only be described as, multi-plane fighting. This gives you the capability to move between rear, middle and front portions of the screen and means you can now avoid blows or do a sneaky attack from an angle.

To keep in line with the Killer Instincts of this world extra emphasis has been placed on all important combos with fighters now able to follow special moves with throws etc.

Fatal Fury 3 isn't going to win any awards for pioneering new gaming innovation, but it is rock hard and highly playable. But, Road To The Final Victory's a byway that's been driven down many times, despite the repairs and widening operations. And, before we make any more sad euphemisms, look out for the game's moment of unwitting comedy as you either play or fight against none other than ITV sports presenter and sad ex-Arsenal keeper, Bob Wilson. But beware, he maybe capable of a ball-rolling-under-his-flailing-arm-FA-Cup-let-down-TV-speil-killer-combo, or not.

Fatal Fury 3: to the final victory

SPRITES	14
ANIMATION	13
SPECIALS	13
PLAYABILITY V cpu	15
MULTIPLAYER	16

71

inserts... inserts... inserts... inserts... inserts... Ins

Insert £1

The Power to Cloud Men's Pinball

Can you kick it? Yes, You Can!

Jaleco's latest footy title could be set to revolutionise arcade sport as we know it.

World Cup PK Soccer is a penalty competition with a difference because you actually have to boot a punchbag to shoot.

When it reaches our hazy arcade emporiums it'll be you against a 40-inch monitor and a goalie. The system works by asking you to kick a bag which responds to different strengths and angles to produce your shot on-screen. Really catch it right and you'll trigger off one of six 'Super Shots' which will leave the keeper completely 'Grobelaar-d', catch it wrong and it's head in hands à la Chrissie Waddle.

We've yet to play PK Soccer but judging from the way it's been designed it's going to be a tall order for left footers to get a decent shot in without being fouled by the side of the cabinet.

Movie fever continues to infest the dot-matrixed flipper-frenzied world of the pinball table, as Midway announce another licence tie-in. Based around the plot of the Shadow movie, Bally claim to have recreated the tension of good battling evil with flippers, ramps and digitised dialogue from the soundtrack courtesy of stars Alec Baldwin and Tim Curry. Let's just hope that the pinball table has more thrills than the movie, which shouldn't be too hard.

Now That's Magic...

More pinball frolics from Midway in the shape of Theatre of Magic. Based loosely around the dusty old music halls, Theatre of Magic features some revolutionary new features like the Spirit Ring which will divert your ball from one ramp to another or the Magician's Trunk which will capture your ball and feed it to the haunted basement. Available about now Theatre of Magic is geared for the novice and pro alike.

You Talkin' to Me?

Pinball fans will shortly be able to shoot ramps and flip flippers with none other than Robert DeNiro, courtesy of Sega Pinball. Their latest incarnation is an adaptation of Kenneth Branagh's movie version of Mary Shelley's gothic novel, Frankenstein.

The table features Sega's new high-definition dot-matrix screen which is twice the size of any other currently available, plus there's music and sampled speech from the movie.

Without a shadow of a doubt the crowning glory will be the miniature monster version of Bob! He even throws the ball back at you like some psychotically possessed extra from Punch and Judy on acid as he mumbles speech from the movie. In fact, he looks more like Phlidenstein than Frankenstein.

While Sega's pinball division continues to impress we're waiting with baited breath for a Taxi Driver pinball where shooting all five of Harvey Keitel's fingers off gives you a bonus multiplier.

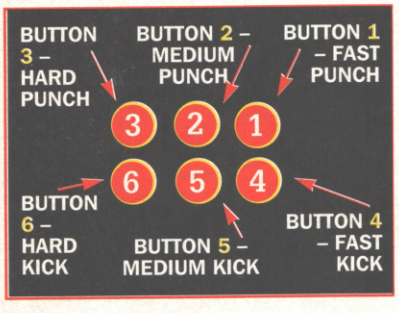
Coin-Op Hero or Sad Retard

OK, coin-op freaks we want to see exactly what you're made of, so if you reckon you're the top dog in your arcade on MK3 or whatever, we think you should be screaming it from the highest rooftop. So, write to us on the address below. Until then, viva Gamos gamesters

COIN-OP HERO OR SAD RETARD
CVG
PRIORY COURT
30-32 FARRINGDON LANE
LONDON EC1R 3AU

cheat mode

They are the Children of the Atom – Cyclops, Storm, Wolverine, Iceman and all of your Saturday-morning-just-before-before-The-Chart-Show favourites are here. And then of course there's Gary Lord. He's the lad who's put together all these invaluable and most up-to-date special moves, X-powers and hints on how to beat the baddies in Capcom's latest arcade smasher...



X-MEN

children of the atom

ARCADE

X Men is the title that has confirmed that Capcom are still the kings of beat-'em-ups. While other games may have more gimmicks or better graphics, the Capcom titles come out on top when it comes to sheer playability.

THE CONTROLS

The way our little X-Men guide works is as follows:
UP = U, DOWN = D,
LEFT = L, DOWN-RIGHT = DR,
UP-LEFT = UL etc.
Before we give you some specials for the individual characters, here are a few tips for general play.

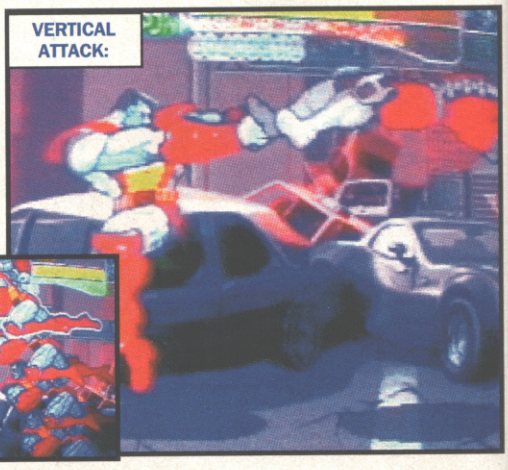
MUTANT BAR

The mutant bar is under your energy bar and can work in three different ways.
The higher your mutant power, more special moves can be performed. For example, if you want to perform one of the X Power moves, the mutant bar has to be full to the brim. Oh, and don't worry if you reach the end of the round without using your power, because it carries over to the next round.

COLOSSUS

A hefty chap is our Colossus, and with that size comes a strength that is second to none:
ATTACK: D, DR, R and any kick.
VERTICAL ATTACK: D, DR, R and any punch.

Only works when bar is at full power:
SUPER DEFENCE: D, DL, L and B1, B2, B3
BOMBER: D, DR, R, and B1, B2, B3

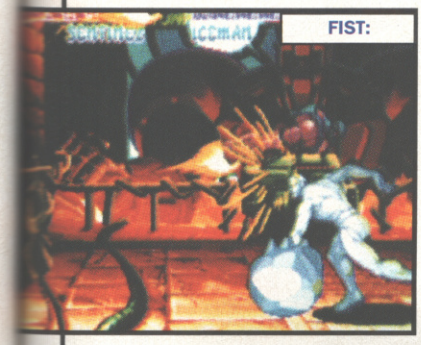


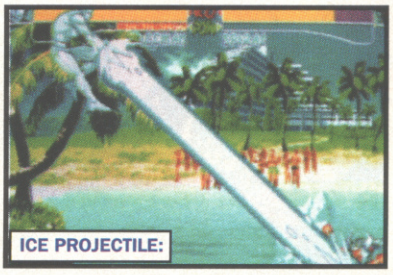
BASIC MOVES

As well as a huge amount of specials and combos, there are some basics that can be incorporated into moves. These are:

1/ DASH ATTACK - Tap R, R, to run at your opponent, and L, L, to run away!
2/ RECOVERY - Tap R, R, and press the three kick buttons together.

(HUGE NOTE) All these moves are written using the basis that the player is facing right. If you are facing the other way, don't write in to complain, just reverse the moves





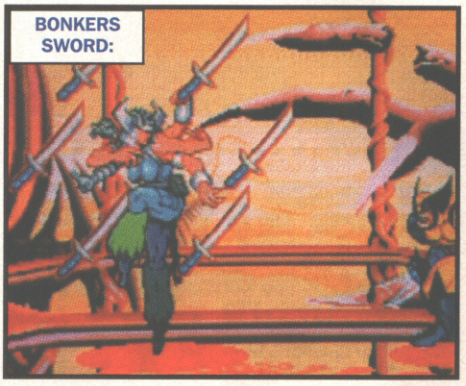
ICEMAN

A frosty character who flies through the skies on a carpet of ice and whose icy projectiles can give you more than a chill.
BIG BALL: B2 and B5
FIST: D, DL, L and B1, B2, B3
ICE PROJECTILE: D, DR, R and B1
Only works when bar is at full power
ICE BLITZ: D, DR, R and B1, B2, B3

SPIRAL

A lethal-looking babe and no mistake, and with six arms she's dead handy with a sword.
BONKERS SWORD: D, DR, R, and B1, B2, B3
TELEPORT: D, DL, L and B2.
POWER MOVES: D, DL, R and B4

Only works when bar is at full power
MORPHIN MOVE: D, DR, R and B1

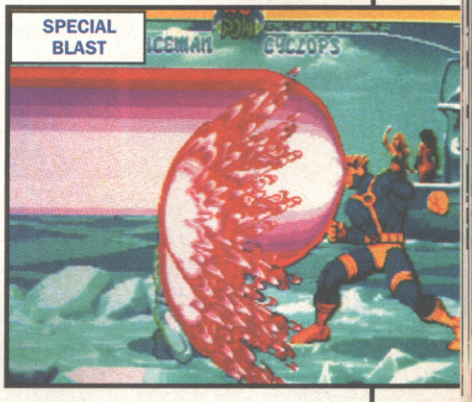


CYCLOPS

The only original X-Man, and with his long-term service also comes a maturity and sensibleness that only the Prof can rival. That said though, ole one eye still loves a good scrap, and here are his special moves...

MAIN BLAST: D, DR, R and B1
HARD PUNCH: R, D, DR and B1

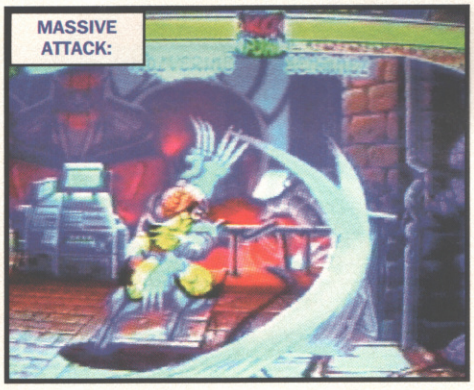
Only works when bar is at full power
MAIN BEAM: D, DL, L and B1, B2, B3
SPECIAL BLAST: D, DR, R and B1, B2, B3



WOLVERINE

Everybpody's favourtite mutant is as tough and unbreakable as the adamantium claws he slices his opponents with.
LEAP ATTACK: B1 and B4 and move stick in attacking direction
WHIRLWIND: R, D, DR and B1
ACCELERATION: D, DL, L and B1, B2, B3

Only works when bar is at full power
MASSIVE ATTACK: D, DR, R and B1, B2, B3

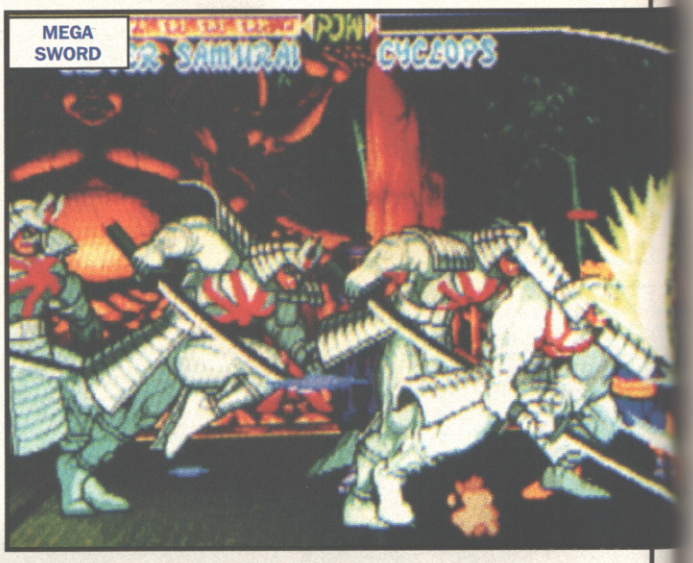


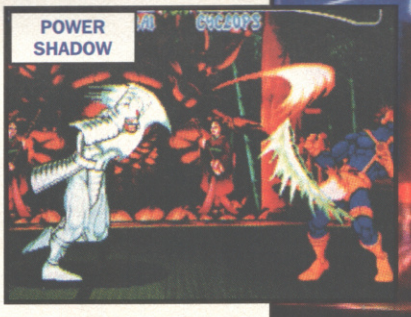
SILVER SAMUARAI

A samurai with a difference in that not only is he a more-than-adept swordsman but he uses his special mutant shuriken and teleporting powers to complement his mighty swordsmanship.

SLASH ATTACK: Press B1 quickly
SHURIKEN: D, DR, R and B1
POWER SHADOW: D, DR, R and B4, B5, B4
MEGA SWORD: D, DL, L and B1 or B2 or B3.

Only works when bar is at full power
SUPER SHURIKEN: D, DL, R and B1, B2, B3
SHADOW: D, DL, L and B4, B5, B4
ENERGY BOLT: D, DR, R and B1, B2, B3



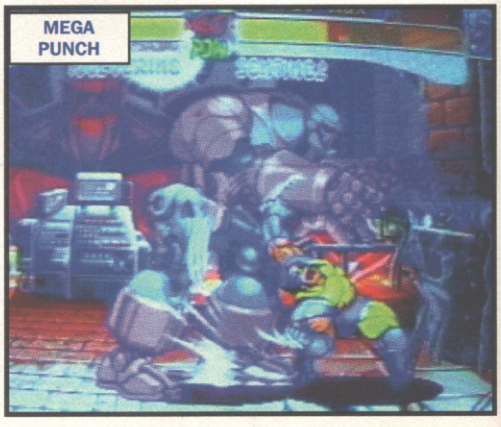


STORM

Storm is one cool chick whose knowledge of the elements is greater than John Kettley's, and when she says it's gonna rain, believe her it will.

WHIRLWIND: D, DR, R and B1
LIGHTNING: B5 and B2 and move the stick in the direction you wish to attack.
WIND POWER: Pushes your opponent back: D, DR, R and B4, B5, B3 and the same but DL and L to pull your opponent towards you. The bar must also be at level two to perform this.
FLYING MOVE: D, DL, L and B1, B2, B3

Only works when bar is at full power
LIGHTNING SPECIAL: D, DR, R and B1, B2, B3

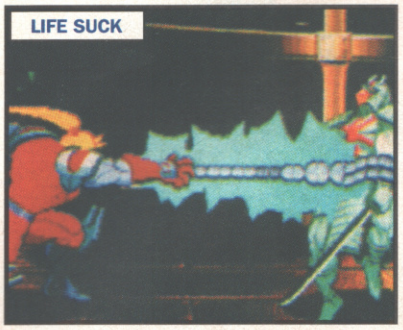


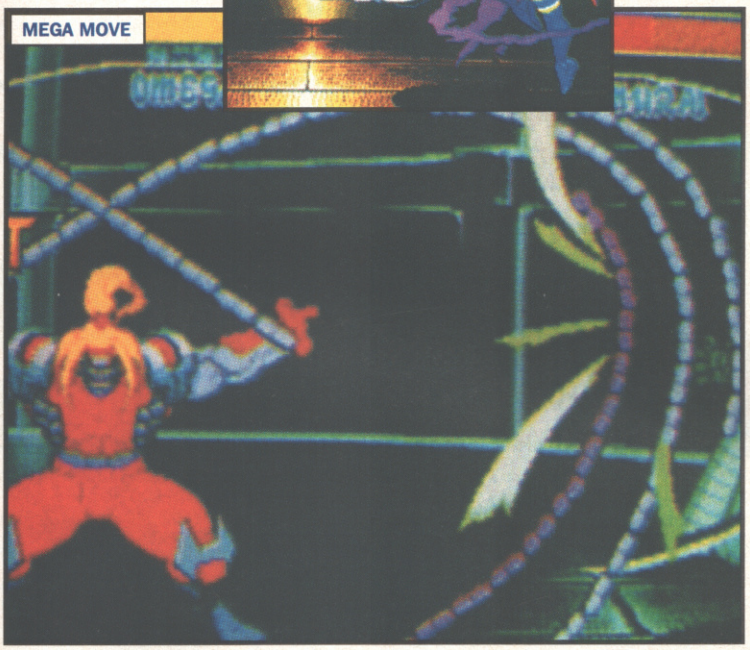
OMEGA RED

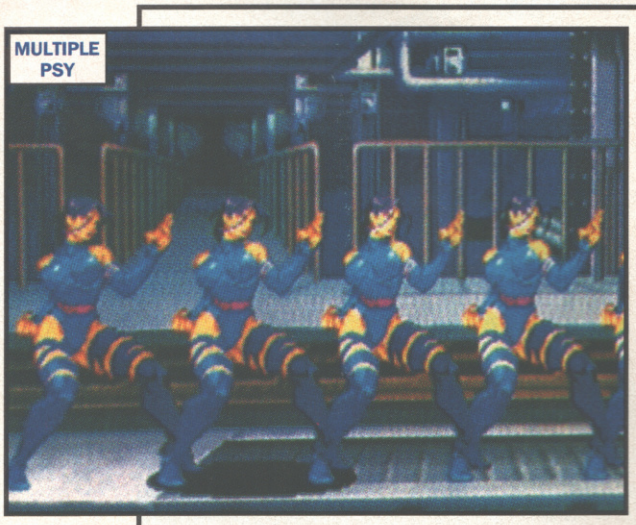
Not a particualarly friendly sort of chap as until he locates the Carbonadium Synthesizer which will help keep him alive he has to rely on draining the life from those around him in order to stay alive.

LIFE SUCK: D, DR, R and B1, B2, B3
TORNADO ATTACK: D, DR, R and B6

Only works when bar is at full power
MEGA MOVE: D, DR, R and B1, B2, B3





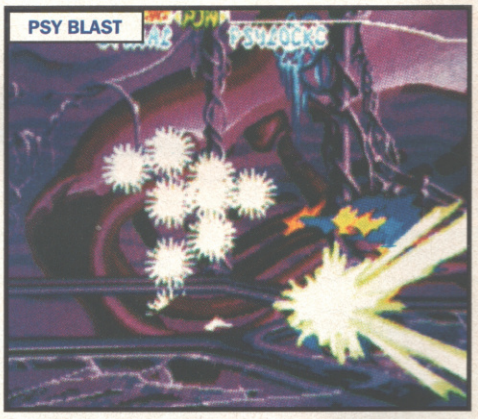


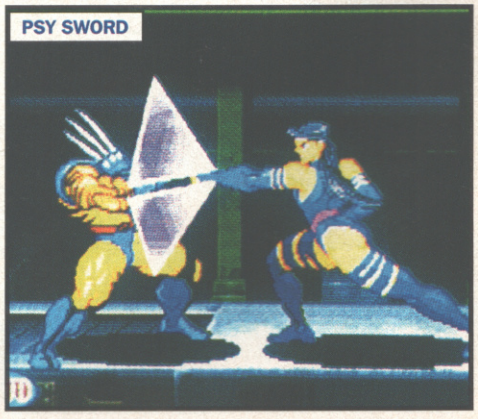
PSYLOCKE

This babe's telpathic and psychological powers enable her to attack her enemies' minds and she can also keep in touch 'telepathically' with here fellow mutants (like wouldn't that be good).

PSY ATTACK: D, DR, R and B1
PSY SWORD: D, DR, R and B4
MULTIPLE PSY: D, DL, L and B1 (and your power bar must be at about two thirds to complete this move.

Only works when bar is at full power
PSY BLAST; D, DR, R and B1, B2, B3



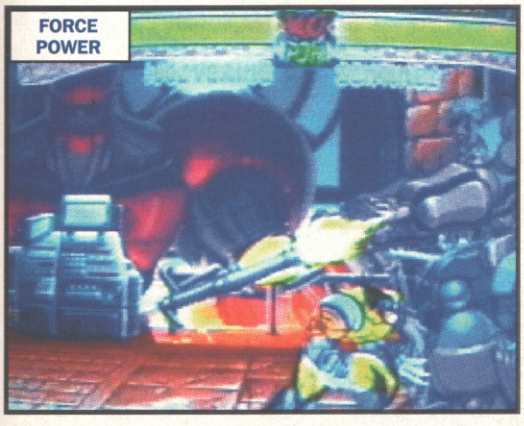


SENTINEL

Not exactly mutant-friendly the sentinel robots are programmed to wipe the wipe the likes of the X-men out for good.

MEGA PUNCH: D, DR, R and B1
FLIGHT: D, DL, L and B1, B2, B3
FORCE POWER: D, DR, R and B4 or B5

Only works when bar is at full power
MEGA ATTACK: D, DR, R and B1, B2, B3



cheat mode ACTION REPLAY UPDATES

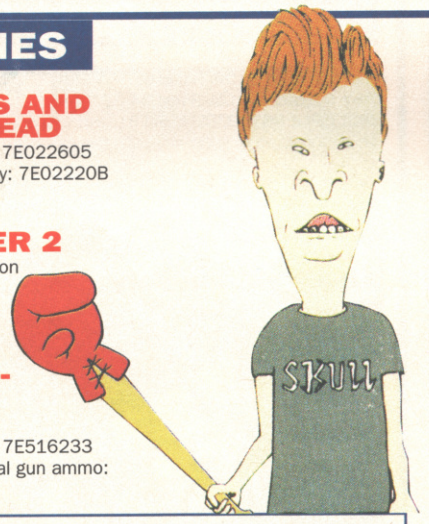
I feel the need – the need to cheat! Games saddos, don't despair, Datel Electronics have just updated their Action Replay code lists, and here's the best of those...

SNES

BEAVIS AND BUTTHEAD
Infinite lives: 7E022605
Infinite energy: 7E02220B

CLAY FIGHTER 2
Play US version on any machine: C0012600

EARTH-WORM JIM
Infinite lives: 7E516233
Infinite normal gun ammo: 7E662334



GRADIUS III
100% Invincibility: 7E00D402
Option is always full: 7E00B005
Enemies killed automatically: 7E00DC02

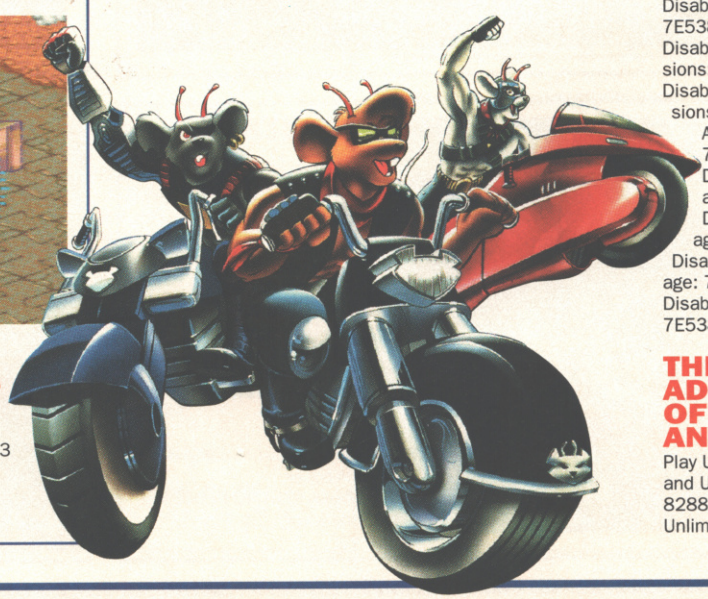
MICRO MACHINES
Infinite lives: 7E032303

MORTAL KOMBAT II
(UK Version with Action Replay 2 only)
Enter 80870CA1: Must be entered first
Use together for invisible fighters: 7E268E01 + 7E269001
Disables death moves screen: 7E3251FF + 7E3250FF
Sub Zero ice-bolts freeze for entire round: 7E043200
Player two does more damage: 7E2F0602
Both players can move before start: 7E325401
Infinite credits: 7E30B607

NIGEL MANSELL WORLD CHAMPIONSHIP
Stop lap timer: 7E004200

STREET RACER
Always win: 7E5C0900
Stop timer: 7E183300
Infinite credits for player one: 7E1D2C03
Infinite credits for player two: 7E1D2A03
Infinite time: 7E183300
Disable player one weapons: 7E537200
Disable player two weapons: 7E537400
Disable player three: weapons: 7E537600
Disable player four weapons: 7E537800
Disable player one fighting: 7E537A00
Disable player two fighting: 7E537C00
Disable player three fighting: 7E537E00
Disable player four fighting: 7E53800
Disable player one collisions: 7E538A00
Disable player two collisions: 7E538C00
Disable player three collisions: 7E538E00
Disable player four collisions: 7E539000
Access secret courses: 7E53B401
Disable player one damage: 7E538200
Disable player two damage: 7E538400
Disable player three damage: 7E538600
Disable player four damage: 7E538800

BIKER MICE FROM MARS
Infinite energy: 7E179E03
Inifinite shots: 7E17C603
Infinite items in box 1-5: 7E17CD0X



THE ADVENTURES OF BATMAN AND ROBIN
Play UK version on Japanese and US machines: 8288E880
Unlimited Energy: 7E009828

MEGA DRIVE

CAPTAIN AMERICA AND THE AVENGERS

Unlimited continues for player one: FF9E810007
Unlimited continues for player one: FF9F570007

FIFA 95

Player one's goals don't count: FFFA510000
FFE2C300XX:
Incredible Hulk
Infinite lives: FF08890003
Transform all the time: FF00130001
Infinite gun when transformed: FF00150002

MICRO MACHINES 2

No blue car: FFD8460004
Red car can't steer: FFD8570004
No yellow car: FFD8360002
Blue can't steer: FFD8350009
Infinite lives: FFF3310002
Yellow car can't move: FFD87E0002

PITFALL

Infinite lives: FF3E0004

SMURFS

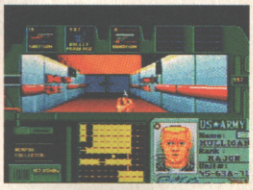
Infinite lives: FFF3710004

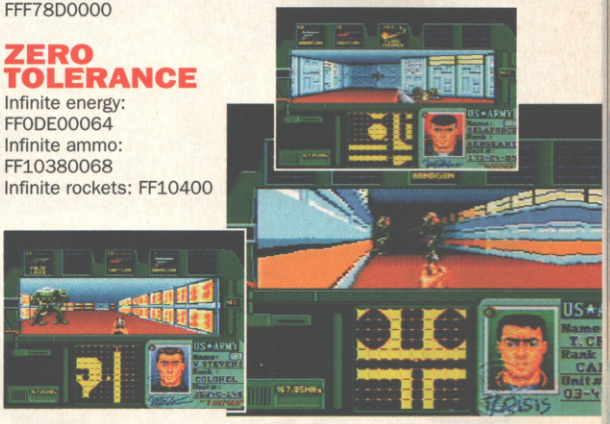
TINY TOONS

Hits do more damage: FFF78D0000

ZERO TOLERANCE

Infinite energy: FF0DE00064
Infinite ammo: FF10380068
Infinite rockets: FF10400





SMURFS

Infinite lives: 7E04E104
Infinite time: 7E04E605

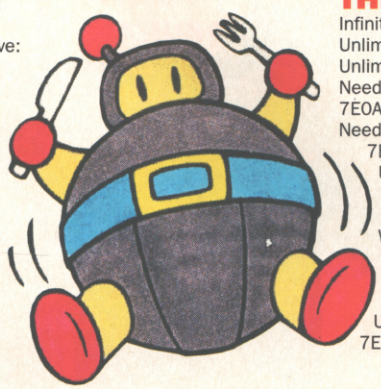
Unlimited spray gun: 7E00A609
Unlimited stars: 7E00A009
Unlimited smoke bombs: 7E00A209
Unlimited plastic explosive: 7E00A409
Level select (replace XX with starting level): 7E008EXX
Unlimited time on road stage: 7E00A235
The Joker: 7E008C00
Poison Ivy:7E008C01
The Penguin: 7E008C02
Catwoman: 7E008C03
Two Face: 7E008C04
The Scarecrow: 7E008C05
The RIddler: 7E008C06
The Gaunlet: 7E008C07

SOULBLAZER

Infinite energy: 7E1B8808

SUPER BOMBERMAN

Tiny Bomberman: 7E0C9001
Detonator for player one: 7E0D7301
Detonator for player two: 7E0DB301
Loads of bombs for player one: 7E0D70FF
Loads of bombs for player two: 7E0DB0FF
Power bombs for player one: 7E0D7801
Power bombs for player two: 7E0DB801



RETURN OF THE JEDI

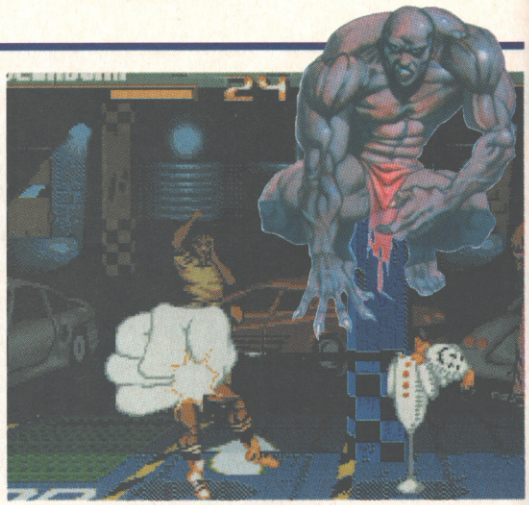
Infinite credits: 7E0679E03
Unlimited force: 7E022EFF
Unlimited bombs: 7E022B0A
Need no speeder bikes: 7E0AA900
Need no TIE fighter: 7E1B4900
Unlimited energy for Millennium Falcon: 7E029E10
Weapon select: 7E01E20X
Unlimited speed: 7E022A20
Unlimited shield: 7E02A020

JUNGLE BOOK

Infinite mangos: 7E1D9B05
Infinite papayas: 7E1D9D05
Invincibility: 7E1E2803

cheat mode

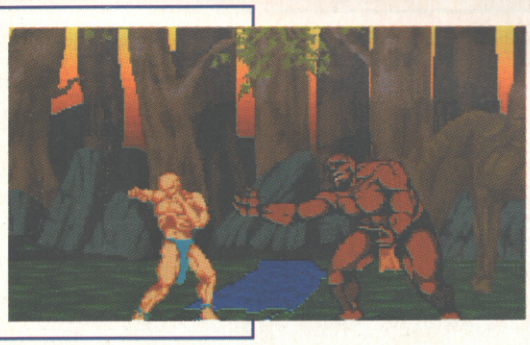
Currently this is the best bit of beating action you can score for your Amiga – unless it's topped by Street Fighter II Turbo (find out on page 82). It gets even better when you know all the cheats and special attacks – and here they are now...



Shadow Fighter

CHEATS

Simply type in these codes on the selection screen to activate the codes:
Unlimited Credits: TEREKAKKU
Fight as Puppaz: PERAPONZIPOPO
Fight as Shadow Fighter: MBARIVIDISOCCAFFARIM-BARI
Enemies start with no energy: EBBRAVOSCECCU



SPECIAL ATTACKS

SORIA
Spinning round-house kick: D
Flying kick: G
Double dropheel kick: J

SLAMDUNK
Jumping ball: C
Spinning fire kick: H
Speed attack: G
Flaming basketball: D
Head spring kick: B

ELECTRA
Electric body: F
Power launch: C
Earth power energy: E
Electric boomerang: D
Double kick: H
Spinning jump: G

YURGEN
Gun fire: D
Power fist: C
Earthquake fist: A

CODY
Kuto kick: A
Fast punch: F
Flying power kick: G
Kuto fireball: D

SALVADOR
Spinning powerball: C
Turning flip kick: H
Flash panther: G

FAKIR
Genie hurricane: D
Mystery fire: C

Teleport: E
Magic carpet: A

KURY
Power smash fist: D
Body drop: C
Rock roll: G
Spinning fire hand: E

TONI
Burning uppercut: A
Spinning fire: E
Flame kick: B
Massive uppercut: H

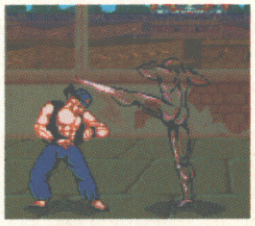
LEE CHEN
Fire handspring: H
Fist of falling sun: C
Fire fist: D
Fury kick: F
Falling nunchaku: A

MANX
Fire hands: A
Cutting claws: C
Rolling claw slash: G
Tiger pounce attack: d
Falling angel: I

TOP KNOT
Fast fire somersault: D
Spinning kick: A
Power combination: E
Speed elbow smash: G
Hangman's uppercut: H

YARADO
Electric speed: E
Spirit power: D
Electric body: F
Electric splash: J
Spinning arms: G

OKURA
Electric sword: F
Spinning blade: C
Thunder power: J
Steel sword: A
Teleport: A



KEY GUIDE
A: Forward, Down/Forward, Down+fire
B: Backward, Down/Forward, Down+fire
C: Down, Down/Forward, Forward+fire
D: Down, Down/Back, Back+fire
E: Down/Forward, Down, Down/Back, Back+fire
F: Rapid fire
G: Back, Forward+fire
H: Down, Up+fire
I: Jump, Down/Back+Fire

cheat mode

So, you've bought a copy of Kasumi Ninja. Oh. Well, look at it this away, at least you can beat your remaining mates with these special moves.

JAGUAR

Kasumi Ninja Master Moves

ALARIC
Exploding Bamboo Stick: Hold C, D, DB, B, BU, U.
Goth Hammer: Hold C, F, U.
Powerslide: Hold C, B, AD, D, DF, F.
Throw: Back and B button.
Death Move: Hold C, F, B, F and B button while close.

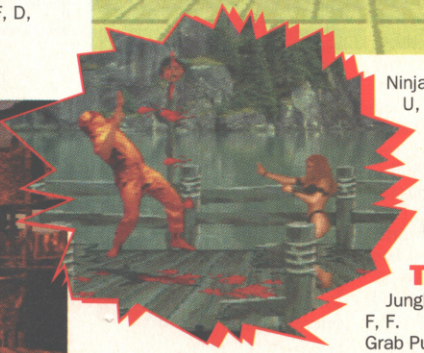
ANGUS MACGREGGOR
Caber Toss: Hold C, D, U.
Great Ball Of Fire: Hold C, B, BU, UF, F.
Glasgow Kiss: Hold C, D, F.
Throw: Back and A button.
Deathmove: Hold C, F, B, D.

CHAGI
Fireball: Hold C, B, F, F.
Hammer Kick: Hold C, B, U.
Knee Slam: Hold C, F, F, and B button.
Throw: Back and A button.
Deathmove: Hold C, F, B, F and A button.

DANJA
Exploding Bolas: Hold C, B, B, B, F.
Side Teleport: Hold C, D, U, U.
Throw: Back and A button.
Deathmove: Hold C, U, U, B.

HABAKI
Ninja Fireball: Hold C, B, BD, D, DF, F.
Ninja Teleport: Hold C, U, U.
Whirlwind Kick: Hold C, B, B, F, F.
Throw: Back and A button.
Deathmove: Hold C, B, U.

PAKAWA
Buffalo Stomp: Hold C, B, U, U.
Headbutt: Hold C, F, F, F.
Eagle Claw: Hold C, B, BD, D, DF, F.
Throw: Back and B button
Deathmove: Hold C, F, D, F, B.



SENZO
Ninja Fireball: Hold C, B, BD, D, DF, F.
Ninja Teleport: Hold C, U, U.
Whirlwind Kick: Hold C, B, B, F, .F
Throw: Away and A Button.
Deathmove: Hold C, U, D.

THUNDRA
Jungle Lunge: Hold C, B, F, F.
Grab Punch: Hold C, F, F, F.
Teleport: Hold C, D, U.
Throw: Back and A button.
Deathmove: Hold C, U, U, F.

KEY GUIDE
F – Forwards
B – Back
U – Up
D – Down

A, B and C keys are specified as buttons.

cheat mode

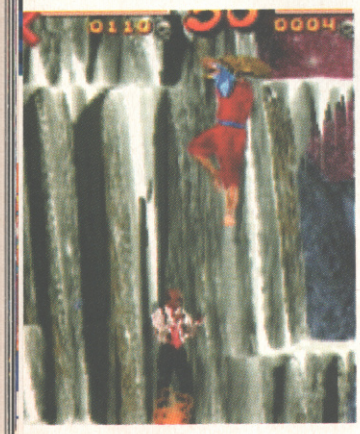
3DO

way of the warrior

SPECIAL MOVES

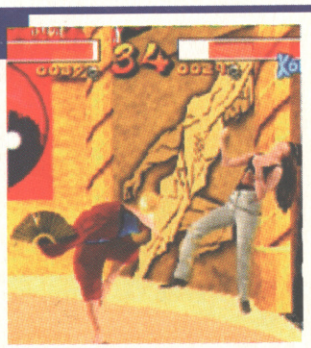
MALCOLM FOX

Voodoo Dizzy Dust: DOWN, DOWNFORWARD, FORWARD then LEFT SHIFT.
Knife Throw: DOWN, DOWN-FORWARD, FORWARD then A.
Upper Kick: DOWNBACK and RIGHT SHIFT.
Super Kick: DOWN, DOWN-BACK, BACK and RIGHT SHIFT.
Knee Slide: Charge BACK then press FORWARD and RIGHT SHIFT.
Slow Voodoo Roll: DOWNFORWARD and A.
Fast Voodoo Roll: DOWN-FORWARD and RIGHT SHIFT.
Knee Drop: While jumping forward or straight up hold DOWN and press C.
Ground Drop: DOWN and C when opponent is on ground.
Air Slide: Jump back and press DOWN and C.
Jump Grab: Get close to foe in air and press LEFT SHIFT.



Defence and General Moves:
Taunt: Press FORWARD and BLOCK.
Hop Back Defence: Hold B and double tap BACK on the pad.
Voodoo Escape: A, B, C and DOWN together.

Fatalities:
Impale: DOWN, DOWNFORWARD, FORWARD then A, B and C.
Overhead Smash: Taunt, then press A and LEFT SHIFT.



CRIMSON GLORY

Uppercut: DOWNBACK and LEFT SHIFT.
Bottle Throw: DOWN, DOWN-FORWARD, FORWARD, A.
Match Throw: DOWN, DOWN-FORWARD, FORWARD, LEFT SHIFT (use after bottle throw to light opponent on fire).
Long Kick: FORWARD then FORWARD and RIGHT SHIFT together.
Clothesline: UP and LEFT SHIFT while jumping forward.
Atomic Elbow: DOWNFORWARD and A while jumping.
Block Throws:
High Block Toss: B and press UP.
Gut Block Toss: B and press FORWARD.

Defence and general moves:
Taunt: FORWARD and BLOCK together.
Hop Back Defence: Hold B and double tap BACK on the pad.

Fatalities:
Back Break: Taunt and press close then FORWARD and RIGHT SHIFT at same time.
Head Explode: DOWN, DOWNBACK, BACK then press A, B, C together.

PLAYING AS SPECIAL CHARACTERS

You can only play special characters in two player mode. Enter the following names and birthdates on the names screen. Now go to the character select screen and move the cursor over Crimson Glory. Move it to the right of him and the chosen special character will appear.

Kull: A GAVIN 6/11/70
High Abbot: J RUBIN 1/6/70
Black Dragon: WYVERN 3/9/27
Major Trouble: BAD BOY 2/4/8
Voodoo: EVIL 6/6/66
Gulab Jamun: GULAB 2/29/00

HIGH ABBOT

Flame Blast: DOWN, DOWNFORWARD, FORWARD then LEFT SHIFT.
Cannonball: Charge BACK then press FORWARD and RIGHT SHIFT.
Bowling Ball: DOWNFOR-WARD and RIGHT SHIFT.
Pincushion: Press DOWN, A, B and C at the same time.
Tail Spin: DOWNBACK and LEFT SHIFT.
Air Slide Kick: While jumping back hit DOWNFOR-WARD and C.

MAGIC

Each character has several magics. Magics are special button combos done while taunting that cast spells to help a player. Magics use up a certain number of skull points so make you've got enough. To cast a magic, taunt, and while the character is taunting try one of the following:

10% Health Boost (150 Skull points): A and BACK together
20% Health Healing (300 Skull points): B and BACK together
Full Health Healing (800 Skull Points): C and BACK together
Waybee (350 Skull Points): B and DOWN together
Turbo (500 Skull points): Hit A rapidly
Double Damage (380 Skull Points): A, B, C together
Invincible (450 Skull points): LEFT and RIGHT SHIFT together
Invisible (320 Skull points): DOWN, DOWNBACK then BACK
Nasea (250 Skull points): B, C and FORWARD together
Touch of Death (2400 Skull points): DOWN, DOWNFORWARD, FORWARD then RIGHT SHIFT
Fate (1200 Skull points): DOWN, DOWNFORWARD, FORWARD, C
Disorient (350 Skull points): A, B and UP together
Grounded (330 Skull points): C and DOWN together
Warrior can't be fatalised: Hit C and hold DOWN when getting up from a fatal blow.

ARENA FATALITIES

Can be performed by any character. When losing character stands up from a knock down with little remaining energy, or is dizzy, and the referee says 'End it' or 'Put him Away' or something similar, the attacking character should do the following:

Lava Arena:
When each player has won a round the bridges to either side of the floating platform will retract exposing the player to the lava. Simply push the opponent into the lava at any time.

Bridge Arena:
Achieved by undercutting opponent off bridge when they've entered dizzy/fatality stage.

Sunset Roof:
Uppercut the opponent from behind during their dizzy/fatality stage.

Dojo Arena:
There is a hidden spiked fan mounted on the ceiling of the dojo. To hit an opponent into it uppercut them while standing towards the centre of the arena.

Cliffs:
Use a long attack on the opponent towards the lamp in the centre of the arena.

SECRET ARENAS

These only work in two player mode. Enter the following codes in the names entry box along with their corresponding birthdays and select the arena by highlighting it in the arena section of the main menu.

Death match alley: TUG-WAR 4/16/64
Psychedelic world: PARANOID 5/5/75
Turbo speed world: SPEED 8/8/80
Taj Mahal world: TAJMA-HAL 1/1/01

Defences and General Moves:
Taunt: FORWARD and BLOCK.
Hop Back Defence: Hold B and double tap BACK on the pad.

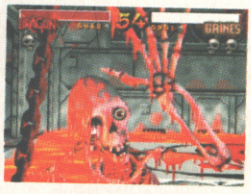
Fatality:
Super Flame Blast: DOWN, DOWNFORWARD, FORWARD, LEFT SHIFT and A.

KULL

Knee Fling: Charge BACK, then press FORWARD and RIGHT SHIFT.
Slide: DOWNFORWARD and C.
Uppercut: DOWNBACK and LEFT SHIFT.
Slow Club Throw: DOWN, DOWNFORWARD, FORWARD and A.
Fast Club Throw: DOWN, DOWNFORWARD, FORWARD and LEFT SHIFT.

Defences and General moves:
Taunt: Forward and Block.
Hop Back Defence: Hold B and double tap BACK.

Fatality:



Mess Up: Get close and press A, B and C together.

GULAB JAMUN

Fast Buzz Saw: DOWN, DOWNFORWARD, FORWARD then LEFT SHIFT.
Slow Buzz Saw: DOWN, DOWNFORWARD, FORWARD then A.
Swami Glare: Forward while pressing A.
Super Swami Glare: Forward while pressing LEFT SHIFT.
Duck Slide: DOWNFORWARD then C.
Swami Spin: BACK and LEFT SHIFT together.
Duck Spin: DOWNBACK and LEFT SHIFT while ducking.
Air Slide: DOWNFORWARD and C while jumping back.
Blade Slash: UP and LEFT SHIFT while in the air.
Foot Stomp: DOWN and press C.
Ground Stomp: DOWN and C while jumping.

Defences and General Moves:
Taunt: FORWARD and BLOCK.
Hop Back Defence: Hold B and double tap BACK.
Rope Trick: DOWN, DOWN-FORWARD, FORWARD and B.

Special Moves:
Swami Death Stare: A, B and C together.

FIGHTING SECRET CHARACTERS

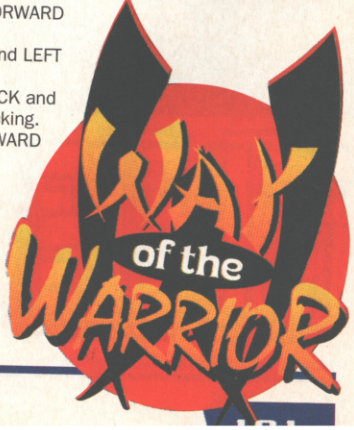
To find secret characters do a special one by winning the first round perfectly. Then in the second round try one of the following:

Black Dragon:
Triggered on Graveyard. Do not use C or RIGHT SHIFT for entire round

Major Trouble:
Triggered on the Lava Pit. Do not use B for the entire round.

Voodoo:
Triggered on the Roof. Do not use A or LEFT SHIFT for the entire round.

Gulab Jamun:
Triggered on the Cliffs. Requires two perfect winds.



cheat mode TEKKEN

PLAYSTATION

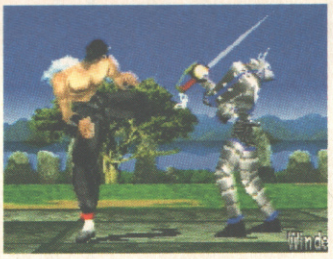
You know a mag's good when the experts write for it. This month Keith 'Kung-fu' Carridine is our guest martial arts columnist. With freshly shaven head he brings you – Tekken!

KEY

L	=	←
R	=	→
DL	=	↙
DR	=	↘
U	=	↑
UR	=	↗
UL	=	↖

THOSE CONTROLLER MOVEMENTS IN FULL

If you press the + button right or left the character moves forwards or backwards. If you press + quickly three times in the direction the character is facing he will make a forward dash and he will also do a backstep. And if you press up he'll jump, but press for a short time and it'll be a small jump etc.



GUARDING MOVES

If you need to block against an enemy attack you have to take into account there are three differing attacks: upper, mid and low level. Standing guard: Left button Crouching guard: Down button. Certain characters have techniques which cannot be guarded against. You can only open up distance and escape, or attack before the

THROWS AND GRIPS

If you press the punch and kick button at the same time when near an opponent you can throw him or her. If your timing's good you can stop the opponent in the middle of his attack and throw him

THE DEFINITIVE

technique appears. Throws and grips cannot be blocked by the standing guard, either crouch and avoid.

WHEN A MAN IS DOWN

If you manage to get an opponent down you can use the 'routing' attack. The key is to attack quickly as soon as the opponent is down. If you ponder for too long you may be counter attacked!

Routing punch: Up button
Low Kick When approaching press the down button

A RISING ATTACK

When you're down though an opponent will try and perform a routing attack on you, so it's important to know a technique for recovering from your down position and getting your attack in as quickly as possible. To get up fast press the + button as indicated below, and at the same time hit the punch button repeatedly. However, you cannot make a decent counterattack when you're just getting up. Press the kick button repeatedly while pressing the + button, and you can do a counter-attack kick while getting up. On the other hand there will sometimes be unguarded movements.

Boring straight stand up on the spot: Up button
Stand up from a crouch on the spot: Down button
Forwards roll rise: Press + button on side of the feet
Backwards roll rise: Press + button on side of head.

Kazuya

The son of the Japanese Mishima family, Kazuya hates his father, Heiya who is the sponser of the tournament and Kaz is taking part in order to take power away from his pa. Kaz is 181cm tall, 76 kilos, 26-years-old and AB blood type.

Kazuya has great attacking power and his Fujinken (Wind God Fists) and Raijinken (Thunder God Fists) moves have the destructive power to class as one-blow killer hits. His Upper and Double Upper continuous attack techiniques which send the enemy flying, deplete the enemy's energy in one go. However, the speed is slow compared to the others, so those like Law and Michel who are faster may stop his techniques in their tracks.

KAZUYA'S MOVE LIST

Move	Command	Type of attack
Super Pachiki	While approaching, R,R, and ■, ▲ (together)	
One, Two Punch	■, ▲	
Spiral Attacking	UR and ●, ●	Upper, upper
Wind God Fists	R, N, D, DR and ▲	Middle
Sky Killing Legs	R, R, R and ✖	Middle
Right Heel Drop	R and ●	Middle
Heel Drop	While standing up, ●, ●	Middle, middle
Flashing Violent	■, ■, ▲	Upper, upper
Pulverising Kick	R, UR, ●, ✖	Middle
Thunder God Fist	R (release direction) D, DR and ■	Middle
Demon Wailing	■, ■, ▲	Upper, upper
Double Upper	DR, and ■ and ▲	Middle, Middle
Bone Breaking	UR, (right after forwards big jump)	Middle
Hell Sweep	R, (release direction)	Low, Low
Left Heel Drop	R, R, ✖	Middle

E TEKKEN GUIDE

cheat mode TEKKEN

King

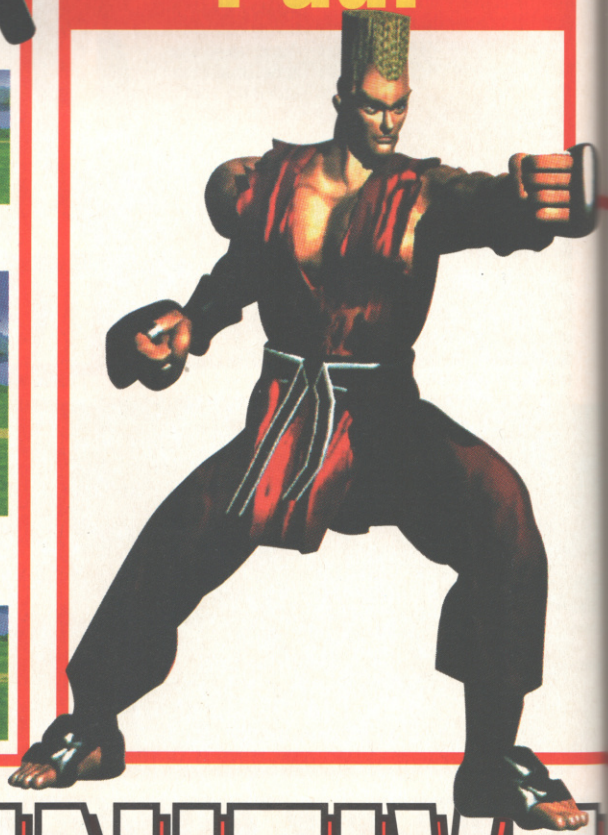
Born in Mexico he is usually a gentle youth who cares for orphans, but once his leopard-like mask is donned he becomes a powerful wrestler. Height 190cm, weight 85 kilos, 30-years-old and blood type A.

What separates King from the cubs are his powerful throws, like the Giant Swing and the DDT which beats the enemy's brains into the ground (pleasant). For added effect why not throw in a Jail Kick or the Smash Uppercut, or give a hefty throw if there are any make or break moments.

KING'S MOVE LIST

Move	Command	Type of attack
DDT	While approaching, DL, DL, and ■ and ▲ (together)	
Tombstone Piledriver	While approaching, DL, R and ■ and ▲ (together)	
Jagger driver	While approaching, D, R, and ■	
Giant Swing	While approaching, R, L, DL, D, DR, R and ■	
One, two, Punch	■, ▲	Upper, upper
One, two, Upper	■, ▲, ■	Upper, upper, middle
Drop Kick	R, R and ✖, ●	Middle
Satellite drop kick	✖, ● (together)	Middle
Jail kick	R, R and ●	Middle
Knuckle	UR, ■ and ▲ (together)	Middle
Ali Kick	Immediately after a crouching advance, ● (thrice)	Low, low, low
Ali Kick (counter)	Immediately after a crouching advance, ● (can input up to five times)	Low (five times)
Elbow Drop	Immediately after big jump ▲, ● (together)	Middle
Smash Upper	R, R (release direction) and ▲	Middle
Middle Smash	R, R, and ▲	Low
Dynamite Upper	From a crouching position, ▲	Middle
Flying Cross Chop	R, R and ■ and ▲ (together)	Upper and low later
Double knee Drop	Immediately after forwards big jump ✖, ●	Middle
Frankenstein	DR and ✖, ●	Middle

Paul



THE DEFINITIVE

Jack

JACK'S MOVE LIST

Move	Command	Type of attack
Piledriver	While approaching, DL, R and ■, ▲	
Back Breaker	While approaching, D, DL, L and ▲	
Pyramid Driver	While approaching, D, DR, R and ■	
Spring Hammer	While down, ■ and ▲ (together)	Low
Machine gun	DL, ■, ■, ■, ▲, DR and ▲	Low, low, low, middle
Straight and Elbow	▲, ■	Upper, low
Hammer Combo	■, ■, ■	Upper, upper, middle
Hammer Knuckle	DR, ■ and ▲ (together)	Middle
Double Upper	While getting up, ■ and ▲ (together)	Middle
Double Hammer	While getting up ■ and ▲ (together and twice)	Middle, middle
Swing L Knuckle	DR, ■, ▲, ■	Middle, middle, middle
Swing R Knuckle	DR, ▲, ■, ▲	Middle, middle, middle
Megaton Punch	L, DL, D, DR and ▲	Middle
Power Scissors	R, R and ■ and ▲ together	Middle
Hip Press	Up, ✖, ●	Middle
Wield Swing	From a crouch, ■, ▲, ▲	Upper, middle, middle
Gigaton Punch	L, DL, D, DR, R (can be performed five times)	Guard impossible
Dread Fan	After crouch on the spot, ■, ▲, ■, ▲ (Hip Press)	Low, low, low, low
Dread Fan	After crouch on the spot, ▲, ■, ▲, ■ (Hip Press)	Low, low, low, low
Crouch on the Spot	While crouching, ✖, ● (together)	

The super killer soldier known as Jack is in fact a cyborg created by the former Soviet Union, and his objective then was to liquidate Kazuya. He's a tad tall standing at 235cm (without heels), 168 kilos, is a wee baby as he is fact only three-years-old and his blood is actually plutonium.

He's a more than a formidable opponent and has a particularly long reach, but his movements are a bit on the slow side. Saying that though, he does have a variety of attacking patterns. He tends to stick to mid and low-level attacks, but if one of his continuation techniques hits, the rest will too. If the enemy pulls a technique on him, he can Dash and do a Power Scissors to start the counter and instantly bring him down.

Paul Phoenix, to give him his full monicker, is an American and his ambition is to be a true fighter, to go biking and to eat pizza. Paul is 187cm in height, weighs 81 kilos and is 25-years-old and is a nice and ordinary O blood type.

This hot-blooded fighter is a master of judo and so has a plethora of techniques for his punches and kicks. He is also incredibly fast and destructive, his forte is mid and low-level attacks. In particular if you use Destructive fists (Hoken) on a crouching enemy, they will go flying. Also use the Routing attack afterwards to cause even greater damage. And one last little hint: try to make the enemy crouch.

PAUL'S MOVE LIST

Move	Command	Type of attack
Comma Hit	While approaching, ■, ✖ (together) and L	
Reverse Hit	■ and ▲ (together)	
One-Two Punch	■, ▲	Upper, upper
Double-Sky Flying	UR, ✖, ●	Middle, low
Destructive Fists	D, DR, R and ▲	Middle
PK Combo	▲, ✖	Upper, upper
PDK Combo	▲, D, ✖	Upper, low
Fallen leaves	While crouching, ●, ▲	Low, middle
Shower of kicks	R, R and ●	Middle
Leaves	From a crouch, R, ▲	Middle
Rock Splitting Treasure	While crouching, ▲	low
Dragon (Up) Treasure	R, R, ✖, ●, ●	Middle, middle
Dragon (Mid) Treasure	R, R,✖, ●, R (or DR), ●	Middle, middle, middle
Dragon (Low)	R, R, ✖, ●, L (or DL), ✖	Middle, middle, low
Brick breaking	While crouching, ■	Middle
BB Destructive Fist	While crouching, ■	Middle, middle

TEKKEN GUIDE

HELP!

Stuck in the technical syrup that is hardware, games and techie-type questions? Fear not because HELP! is here with a ladder and rope to rescue you. So whatever's bothering you, fire it our way at the usual address (see Contents pages). Pronto.

KILLER CONSOLES

Dear CVG,

1. What would you buy out of the following: a PC (with CD–ROM), Play Station or Saturn, taking the price into consideration?

CVG: If you're considering price then I'd wait until the official launch of the Play Station and buy one. At the moment I'd get a PC.

2. What's best out of Toh Shin Den, Virtua Fighter 1 or 2, Tekken, Killer Instinct and Primal Rage?

CVG: Tekken and Virtua Fighter 2. Killer Instinct is good but still third.

3. Do you think Ridge Racer 2 is worth £1.50 for about two minutes of play?

CVG: Not really, but then I remember paying 10p a game in arcades so maybe I'm just being an old fart.

4. Any chance of Dark Forces, Tie Fighter, X Wing or Doom/Doom 2 appearing on the Saturn or Play Station?

CVG: Doom's probably too old now and it would probably be too difficult to fit all the buttons in from Tie Fighter and X Wing on to the PlayStation's joypad. Doom 2 and Dark Forces are likely conversions though.

5. What games will be packaged with the PlayStation?

CVG: Ridge Racer or Toh Shin Den are the most likely bets.

6. Any news on Secret of Mana 2 because I've finished the first and can't wait. I hope the ending is better though.

CVG: Hmm, according to who you believe Chrono Trigger was supposed to be Mana 2 but that's open to some debate. No news on Mana 3 yet but it's unlikely to see the light of day before the summer at the earliest.

7. Will there be a sequel to International Superstar Soccer?

CVG: Yep, a sequel will hit the SNES at the end of the year. A PlayStation conversion of the original is also planned.

John Meloin, Somewhere

IS NEO GEO CD FOR ME?

Dear Help!

1. Apart from cost, why didn't SNK make the Neo Geo CD quad speed?

CVG: You've answered your own question. When SNK were designing the NEO GEO CD, quad speed drives were a lot more expensive than they are now.

2. Are the CD games any different from the carts?

CVG: NEO CDs tend to have more cutscenes and anims as well as the original coin–op music on CD audio.

3. Which is better, Art of Fighting 2 or Samurai Shodown 2?

CVG: Tough call but personally I prefer Art of Fighting 2, but at the end of the day they're both top beat–'em–ups.

4. Is it advisable to sell my Neo Geo and buy the CD system?

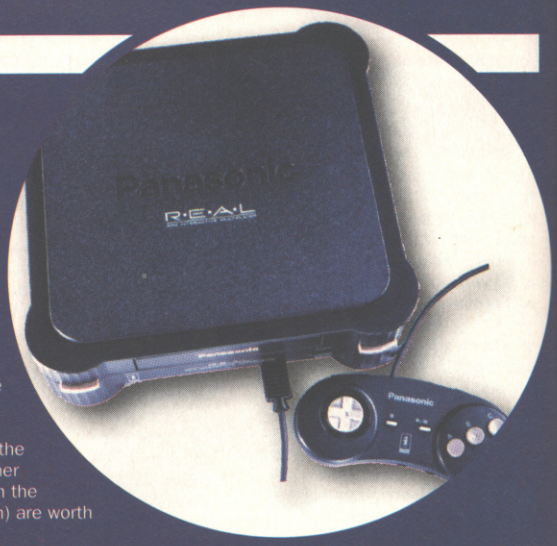
CVG: No, SNK have insisted it will continue to produce titles for Neo carts as well as the new CD machine.

K Murray, Glasgow

MISERABLE SEGA FAN

Dear CVG,

I am a disillusioned Sega owner fed up with escalating cartridge prices and have decided to defect to the 3DO. I am really keen to buy a US NTSC unit for so that I can have a full screen picture and extra speed, but I need answers to a few questions first:



1. NTSC uses less lines on screen than PAL. Does this mean that I would be sacrificing graphical detail for speed?

CVG: Not really. The graphics themselves remain the same, they are simply displayed at a lower resolution. It's definitely worth it for the full screen image though.

2. Can the 3DO be connected to a hi–fi system at the same time as to a SCART TV?

CVG: Yep, no probs there.

3. I am going to buy SSF2 X, FIFA and Need for Speed with the console. What other games (apart from the forthcoming Doom) are worth buying?

CVG: Theme Park, Return Fire and Road Rash spring to mind.

4. Would you advise buying the SNES joypad adaptor or a proper six button pad for use on SSF2 X (and other games)?

CVG: Put it this way, what would you rather have the most responsive and comfortable joypad ever designed or any of the crap lumps of plastic available for the 3DO?

5. Any chance of Dark Forces on 3DO?

CVG: Quite possibly yes.

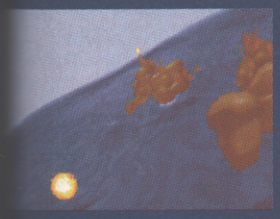
Norman Jobling, Glos

AMIGA NEWS

Dear CVG,
About a year ago I sold my Amiga 600 to buy an A1200, but because of the lack of them in production I decided to buy a CD32 instead. I like football and football management games but these are non existent on this machine so I am thinking of buying an SX–1 module to enable me to play these games again. With this in mind could you please answer the following questions:

1. Does the SX–1 do the same job as an A1200?
CVG: Yep, but you need to buy all the additional extras like a keyboard and external disk drive.
2. Can you use an ordinary PC keyboard which you can get for £15 instead of spending £45 on a CD32 keyboard?
CVG; If it's PC80 yes, otherwise no.
3. Is there a printer port on the back of the SX–1?
CVG: Yep.
4. Is the SX–1 easy to get hold of?
CVG: It's fairly scarce in the shops but well supported at mail order level, try Silica or Special Reserve for instance.
5. How much would everything cost?
CVG: Shop around but an SX–1, keyboard, disk drive and mouse should come to no more than £300.
6. Would I be better off selling my CD32 and waiting for the A1200 to be produced again?
CVG: Yes, it doesn't look like Escom, the purchasers of Commodore are going to support the CD32, only the A4000, A1200, A600 and, get this, the C64! Retro rules.
7. Do you know when the A1200 is going to be back in the shops?
CVG: Escom have said they are going to start manufacturing the A1200, A4000 and A600 as soon as possible, so about three months seems likely.
David Willson, Birmingham

RICH PC OWNER



Dear Help!
Recently I bought a CD–ROM with three games: Wing Commander 3, Theme Park and Magic Carpet. I'm doing well on Theme Park and WC3 but am finding Magic Carpet difficult, so could you answer these questions because I know you'll be able to HELP!

1. Can you recommend any helpful hints or cheats for Magic Carpet?
CVG: Make sure you play it on a Pentium! Ho ho. But seriously, we printed a big tip on it a couple of months back so have a look through your back issues or give our back issues department a call on 01858 468888 if you haven't got it.

2. Are the games I've bought are a good choice?
CVG: Most definitely.
3. My CD–ROM is double speed, do you think it's worth upgrading to quad?
CVG: Not at the moment. Double speed drives will probably remain the dominant standard for about another year simply because there's so many of them out there.
4. I want a footy game but I don't know which to choose from Sensi, FIFA or Action Soccer?

CVG: Sensi's control is a bit iffy on PC so it I'd have to recommend FIFA at the mo'. Action Soccer isn't out yet but looks promising.
5. I'm thinking about getting a driving sim so could you say what you think is the best (most enjoyable, lasting) out of Super Karts and Micro Machines 2?
CVG: No competition, it has to be Micro Machines 2.
Chris Davies, Aylesbury

MORE JAG ISSUES

Dear Help,
1. Is Fight For Life better than Toh Shin Den or Virtua Fighter?
CVG: Nope.
2. Do you think the Jaguar CD is worth buying?
CVG: We haven't seen any finished software for it yet so it's difficult to make a decision.
3. Will FIFA International Soccer ever come out on the Jaguar?
CVG: There's a good chance that FIFA '96 will make an appearance next year.
4. What exactly does the virtual reality head set on the Jaguar do?
CVG: It will play VR games, eventually that is.
5. Is Cannon Fodder for the Jag any good?
CVG; Yep, it's a spot on conversion.
6. Is the Jaguar more powerful than the Ultra 64?
CVG: No way.
Ben Reading, Middlesex

GIMMIE SOME JAG ADVICE

Dear CVG,
I have just bought a Jaguar with Cybermorph and have a few questions...
1. Will Monkey Island come out for it?
CVG: Nope.
2. Which game do you recommend I buy next?
CVG: Doom, without a doubt.
3. When will MK3 come out on the Jaguar and how much will it cost?
CVG: Early '96, around £60.
4. What's the best two player game out at the moment?
CVG: Sega Rally in the arcades. On the Jag it will probably be Sensible Soccer.
5. How much will the VR headset cost when it comes out?
CVG: Around £199 (it's $250 in the States).
Ollie Brummell, Leicester

MK3 will be out on the Jag in early '96, but check out the latest Atari beat-'em-up, Ultra Vortex, on page 41.

cheat mode

All your favourite summer tunes are on the radio, the babes are laying out in the park and all you wanna do is get out there too! But you can't because you still haven't finished that infernal game you've been trying to complete for weeks. And that's where Cheatmode comes in, to help you finish all those games you thought you never could. So, pull the curtains shut, order a pizza and Coke and sit down to some serious cheating (and then go down the park).

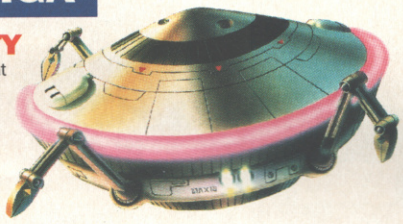
SATURN

DAYTONA USA

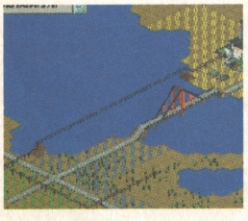
One that we didn't quite have room for last month was the time trial cheat. All you have to do though is race alone against the clock by selecting Saturn Mode, go to the car select screen and hold the START button. A time attack logo will appear. Now press the C button and the race will commence with no opposition cars on the track.

AMIGA

SIM CITY



It's a shame that Maxis had to port the PC's code directly in this Amiga conversion of the PC masterpiece, but assuming you've got the hardware necessary to play the game then you'll find it one smart title. And possibly a little tough. If so start a game on hard level and type FUND (in capitals) until your cash level is at $60,000. Answer 'yes' to all the questions to repay the bond at three per cent and guarantee you around $50,000 every year.

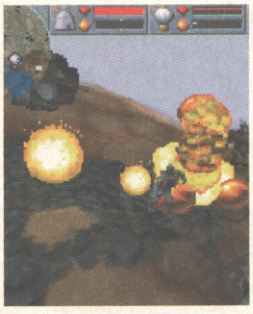


PC

MAGIC CARPET

More Axminster antics are guaranteed with these cheats supplied by Tom Russell from South London. Start a game as normal and press the I key. A red DOS-style prompt will appear. Type RATTY, press RETURN and the prompt should disappear. Now press the Alt key along with a function key for the following effects:

F1 Access all spells
F2 Increased mana
F3 Destroy all other wizards
F4 Destroy all enemy castles
F5 Destroy all enemy balloons
F6 Energy repair
F7 Destroy all creatures



ARCADE

MORTAL KOMBAT 3

Crikey, the game's hardly hit the arcades but already we've got a smart little cheat courtesy of Danny boy yet again. This one lets you see, and indeed fight Mortal Kombat vet Johnny Cage. To do this get to the Graveyard stage and when it says 'Finish Him!', go in front of the team stone with Boon written on the front and press D, D, BLK, HP. Johnny Cage will appear, enter the battered opponent's body and then proceed to fight you! Cool huh, but we're sure there are billions more codes so if you've come across any then whiz them off to us at the usual address. Cheers!

3DO

DEMOLITION MAN

Here's a pleasant little cheat from Ken Murray in Glasgow which, according to Ken, lets 'you blow enemy heads off'. If you fancy being this sociable then press R and rotate the pad 360 degrees anti–clockwise. If you've done that correctly four blobs of blood will appear on screen. Now start a game and every time you shoot at an opponent's head it will roll off! Ace!

NEO GEO

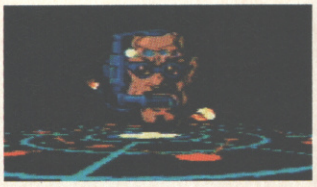
SAMURAI SHOWDOWN

A short but very sweet tip from our old chum Mr D Boutros. Simply hold down all the buttons on both of the pads and start a game as normal. This will select the blood code and enable you to see plenty of red splashes every time you hack into an opponent. Hurrah!

MEGA CD

BATTLECORPS

Hey you! Do you want a level select for one of the greatest Mega-CD games around? If so then you'll no doubt breathe in deeply and let out a big hurrah for Tim Stevens who's supplied us with just such a code. He says you should enter the practice level and once you are there pause the game. Now press B, A, B, A, RIGHT, A, C, UP and START. The screen will flash if you've entered the codes correctly. Pause the game again and press A, B and C together to go back to the title screen. Now press UP and DOWN to select your stage on the map at the top of the screen. By the way, did you notice how that code spelt out BA Baracus from the A–Team? Ho-bleedin'-ho, eh readers?



PC

JAZZ JACKRABBIT

If you want a painless way of accessing the bonus level in this shareware classic try going to the world select screen, pressing the UP arrow and then ENTER. Easy when you know how or are Stevie Evershed from Sidcup.

MEGA DRIVE

FIFA '95

If you're a real crapster when it comes to playing FIFA then try entering A, B, C, A, B and C on the options screen. This should make the opposition so crap that even your mum should be able to score herself a goal!

SNES

SPARKSTER

So you reckon you're one mean game-player huh? In that case try entering LEFT, LEFT, RIGHT, RIGHT, DOWN, UP, DOWN, UP, A, and X on the title screen and you'll be able to play a super tough cookie version of the game which is nearly as tough as Probotector's easy level! Ta muchly to Sam Beeches from Ireland for sharing that one with us.

AMIGA

IMPOSSIBLE MISSION 2025

Poor old John Thorn down in Redhill was unfortunate enough to buy this insult to the Epyx classic, but at least he can console himself by accessing a perfect conversion of the oldie version via the title screen. Clearly John's been too busy playing the 2025 version though, since it's that game for which he's supplied these comprehensive codes.

Car Park:	ETQFJXXD	EXQEJXDC	
Office Zone:	FBQDDXRE	FFQCVXIA	
Industrial:	FNQAYXHI	FRQYCXVL	
Computer Centre:	FYQOPXEF		
Construction Area:	GKQJYXDI	GOQJFXBK	GSQFDXZA

GAME BOY

WARIO BLAST

Another Initiative of the Month award goes direct to Ian Godfrey from South Lancashire for realising that Hudson Soft's frequently used 5656 code also works in Bomber... sorry Wario Blast. Entering the code will take you to a battle game where the aim for Bomberman is simply to survive for as long as possible and take as many baddies as possible down with him. Go for it bomber dude!

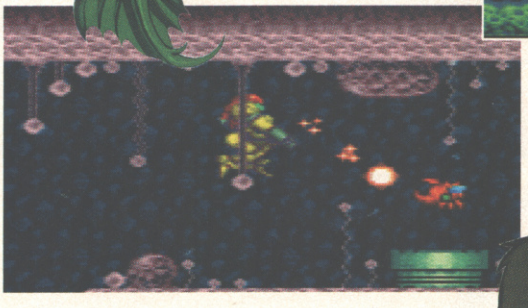
SNES

SUPER METROID

Here's a couple of codes from Mancunian Simon Pritchard that should make travelling through the large world of Nintendo's Super Metroid a tad easier.

7EOA 7780 Gives sexy Samus the super powerful hypa beam right from the start of the game.

7E09 A3CO This provides Samus with the grappling hook and X–Ray vision to make finding those hidden items a breeze.



GAME GEAR

THE JUNGLE BOOK

It's level select time for this spot-on handheld conversion of the 16-bit platform smash. To access it turn on your Game Gear, wait for the Disney logo to disappear and push UP, DOWN, UP, DOWN, LEFT and RIGHT. You'll hear a ping and once you press START the level select option will be all yours. Ta to Chris Price from Clacton on Sea, Essex for sending that in.

cheat mode

3DO

SUPER STREET FIGHTER 2 TURBO X

If you want to play Akuma against the computer then the code to do so is exactly the same as it is in the arcade. Should you wish to play him in a versus affair then press and hold all buttons until Akuma's shadow appears on the character select screen, and then select him as normal. Cheers again to DB for that one.

MEGA CD

CLIFFHANGER

If you've been unfortunate to buy this steaming pile of shoddy software (try reading our reviews next time eh?) and it's been gathering dust in your draw ever since dig it out once more for this tidy little level select sent in from Richard Warr. Using pad two on the title screen press START, C, B, A, RIGHT, LEFT, RIGHT and LEFT. If all's well then you should be able to skip levels by pressing C on pad 1. Done that? Good. Now curse the game and cast it back into your drawer for all eternity.

32X

MORTAL KOMBAT II

Remember the 'test mode' code that we printed for the Mega Drive version of Mortal Kombat II a couple of months back? You know, the one that gives you all sorts of options like 'one hit kills' and the infamous 'Fergalities'? If so you'll be pleased to know that exactly the same code works on the 32X version of the game. If you've forgotten how to enter the code it goes like this: highlight 'done' on the options screen and move the pad left, down, right, right, down, left, left, left, left, right, right and right. Now move the joypad down and there should be an option to enter the test mode. Thanks to Darren Russell in Bromley for that piece of cheat-testing initiative.

AMIGA

PREMIER MANAGER

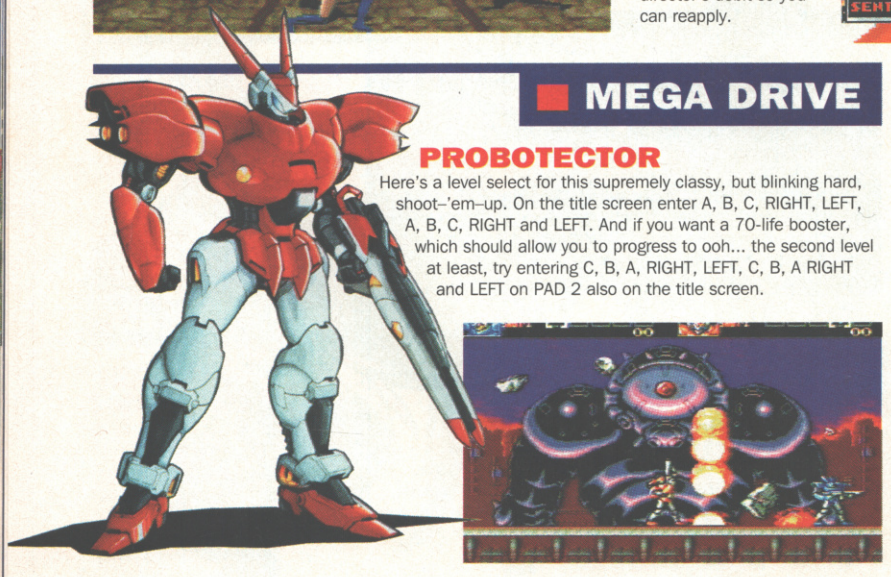
Welcome once again to another of our seemingly never-ending supply of PM3 cheats. As always they are accessed by typing in the numbers on the telephone:

400040: gives all players high fitness, morale and excellent skill with both feet. It also makes any player who you've placed on the transfer market wanted by everyone, plus it helps with insurance and clears the number of votes of confidence and director's debit so you can reapply.

MEGA DRIVE

PROBOTECTOR

Here's a level select for this supremely classy, but blinking hard, shoot-'em-up. On the title screen enter A, B, C, RIGHT, LEFT, A, B, C, RIGHT and LEFT. And if you want a 70-life booster, which should allow you to progress to ooh... the second level at least, try entering C, B, A, RIGHT, LEFT, C, B, A RIGHT and LEFT on PAD 2 also on the title screen.



PC

THEME PARK

The Russell man returns with tips for another Bullfrog classic. Enter your name as FORZA. Now start a game and press shift–z, alt–z and ctrl–z to have access to all the rides or ctrl–c for plenty of extra cash.

GAME BOY

WORLD HEROES JET

Want to play as the bosses in Takara's Game Boy beat-'em-up? S Timmons from Devon did and he's sent in the way to access it. When the Takara logo is fully on screen, press RIGHT, LEFT, A, B, DOWN, A, B and UP. And here's the button combinations to perform the bosses' moves:

Specials:

1. Down, Down–Away, Away, Down–Toward, Toward + B
2. Away then Toward + B
3. Down, Down–Toward, Toward + B
4. Down, Down–Away, Away, Down–Away, toward + B
5. Toward + B

Super Special:

Down, Away, Down–Away, Down, Down–Toward, Toward, Away, Toward with A and B.

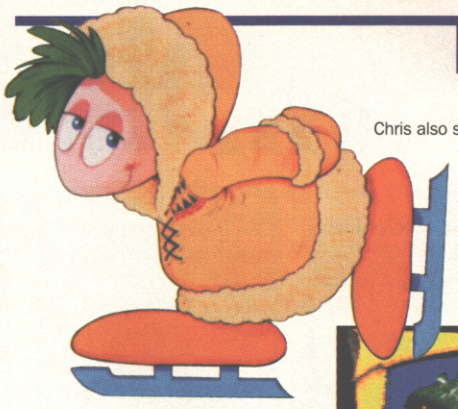
SNES

INTERNATIONAL SUPERSTAR SOCCER

Along with the divine Sensible World of Soccer on the Amiga this must be the most perfect footy game yet created on any platform. And we've got a way of making it even better. Select an open game and enter the following codes on the title screen with pad two:

UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Gives all players in your team full energy.

B, B, X, X, A, Y, A, Y RIGHT, LEFT, X: Creates a team comprising entirely of star players and all with max abilities.



GAME GEAR

LEMMINGS

Chris also supplied us with another level select, this time for DMA Design's classic puzzler. To access it, turn on the game, hold down buttons 1 and 2 and press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT and RIGHT. Another one of those 'you've entered this code correctly' sounds will ring out. Now go to the pass word select screen and you should see a level select option.

SNES

EARTHWORM JIM

Better than DKC? Andy Regan of badly written address and blurred postcode certainly thinks so and he's bunged a couple of smartie cheats our way. Both these cheats are accessed by starting a game, PAUSING and then entering the code before UNPAUSING. You should hear a 'Yippee!' sample if everything goes to plan.

B, B, A, X+Y, A, A, A, A. This will give you an extra life but can only be entered once per level

A, B, A, B, X, Y, X, Y. More useful, this will give you a complete continue. But it too can only be entered successfully once per level.

HOLD LEFT and PRESS A, B, X, A, A, B, X, A. This will take you to a debug screen where you can access invulnerability as well as which level you want to start the game on.

WE WANT YOUR TIPS!

If you've managed to complete upteen levels of a game, and in the process acquired the level codes, or you've wangled some great cheats, then send them in and get a name check courtesy of CVG's Cheat Mode. So send your cheats, tips etc to the following address...

CVG CheatMode, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

MEGA DRIVE

ROAD RASH 3

Enter the cheat mode of this oh-so-different update to the classic Road Rash series by pressing A, B, RIGHT, A, C, A, DOWN, A, B, RIGHT and A on the title screen. So says Rob Rhodes in London. Cheers mate.

out now...

OK, here's the best games from the last two months, and if you're particularly sad, you can glance across the page to the charts and see how many games we tipped for the top made it.

carts

SUPER TURRICAN 2

SNES
issue 162
90%

Despite being more than a little dated, this game is a worthy clone of such esteemed titles as Probotector and, indeed, the previous Turrican. It's tough, fast and action-packed with a decent variety of levels and features.

carts

WAYNE GRETZKY ALL-STARS

MEGA DRIVE
issue 163
88%

It takes a big game to go up against the mighty hocky-master of EA's NHLPA, but Gretzky is a more than worthy challenger. And it's got good punch-ups in it too – something which EA bottled out of for several versions of their game.

carts

FEVER PITCH

SNES
issue 163
88%

Although this isn't a proper football sim, with US Gold going for a much more arcadey game, it's still a good laugh. As you progress through tournaments your team collects new players – each with special moves.

carts

NFL QUARTERBACK

32X
issue 163
88%

This is a major improvement over the original Mega Drive version. The graphics are larger, sound better and it plays really well. A few features have been lost in translation, but fortunately the game doesn't suffer becuase of it.

carts

HAGANE

SNES
issue 162
91%

Like Super Turrican 2, this is very much an attempt to return to the glory days of gaming. For difficulty it just has the edge over the Ocean platformer, but for sheer rock-hardness there's very little around that comes close.

carts

THEME PARK

MEGA DRIVE
issue 162
91%

With this remarkable conversion, Bullfrog have managed to retain almost all the features which made the PC original such a winner. The only thing it lacks is a battery-save, which means you keep having to start from scratch.

carts

THE FIREMEN

SNES
issue 162
93%

Fire is your enemy. Remember, an overfull chip-pan is bad news kids. So play it safe – play Firemen. This novel shoot-'em-up is one of the brightest sparks the SNES has seen all year, so it's well worth trying to track it down.

cd

TEKKEN

PLAYSTATION
issue 163
97%

This is, hand on heart, probably the best fighting game released on any format – ever! Its superb graphics and, amazingly, innovative gameplay and controls make this a priority purchase for any PlayStation owner.

cd

DAYTONA

SATURN
issue 163
96%

Although not visually as striking as the PlayStation's Ridge Racer, Daytona certainly has more of an edge on the Namco game when it comes to playability. Fast and more furious than a very fat bloke on an extremely mean diet.

cd

FLIGHT UNLIMITED

PC CD-ROM
issue 163
95%

Just check out the visuals – this is a game which really does play as well as it looks. There isn't any shooting, but you're guaranteed to be sitting at the controls of the most realistic, detailed flight simulation every released.

cd

FULL THROTTLE

PC CD-ROM
issue 163
91%

LucasArts have come up trumps yet again, with what's possibly their best adventure game to date. The characterisation is superb, as is the plot and gameplay. If you've loved their previous stuff, you'll wet yourself over this.

cd

SLAM AND JAM '95

3DO
issue 163
92%

This is the first step forwards for basketball games in a long time – and it's so good you don't even have to like the sport to enjoy it. The graphics are massive and well animated, which contributes greatly to the gameplay.

floppy

MORTAL KOMBAT II

PC
issue 162
93%

For a whole month until Super Streetfighter 2 was launched, this was the best combat game on PC. Despite not quite being able to match up to SF2, this is still a top-notch conversion, featuring everything which made the coin-op a hit.

floppy

SUPER SF2 TURBO

PC
issue 163
95%

This is probably the best conversion of Streetfighter 2 Turbo to hit any machine – and that's even taking into account the PC's lack of decent controllers. If this is your type of game, you won't find anything better than this.

handheld

MICRO MACHINES 2

GAME GEAR
issue 163
96%

There hasn't been a bad version of this game yet – and Codemasters have kept that tradition alive with this latest incarnation. It's in two-player link-up mode, but don't let that put your off what is still one of the best Gear games.

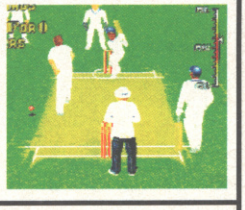
chart attack with HMV

all format top 10

1 ✪ Full Throttle
■ Virgin ■ PC
Coming from a programming team with a reputation that LucasArts has, this is one adventure game that is guaranteed to go straight to the top of the charts, and it has!

2 ✪ Flight of the Amazon Queen
■ Warner Interactive ■ PC CD
A comedy adventure game from the Sierra team: good game, fab graphics, but crap jokes.

3 ▼ Brian Lara Cricket
■ Codemasters ■ MD
Summer's here, sort of, and what better way of celebrating than buying a copy of this competent cricket sim from the Codies. Out! indeed!



4 ● Dark Forces
■ Virgin ■ PC & CD-ROM
Not as much blood as Doom, though it's the same style of game but with lots of Star Wars types shooting at you!

5 ▼ Discworld
■ Psygnosis ■ PC & CD-ROM
The Psygies star-packed, and rather brilliant too, adventure that's based on the novels of the same name.

6 ▲ Ultimate Soccer Manager
■ Daze ■ Amiga
It really is the ultimate in soccer management; or so they say! Read what we say on page 72!

7 ✪ Super Skidmarks
■ Acid ■ Amiga
An excellent sequel to what was already a great multiplayer racing game: and soon destined for the Mega Drive!

8 ▼ First Encounters
■ Gametek ■ PC & CD-ROM
The follow up to Elite 2 deals with plenty of the first game's faults, but adds some new ones.

9 ✪ Psycho Pinball
■ Codemasters ■ PC & CD-ROM
Codemasters couldn't really go to wrong with this wacky pinball game for the PC.

10 ▼ Bioforge
■ Electronic Arts ■ PC & CD-ROM
Origin's latest interactive game looks a real scorcher and has plenty of involving gameplay too.

key ● non-mover ▲ move up ▼ move down ✪ new entry

HMV KNOW HMV - KNOW GAME

What have the peeps behind the tills at HMV been doing all month? (Apart from having to listen to Take That's new album on the store's PA)? Selling loads of PSX and Saturn games that's what! Check out our new import chart!

md top 5

1	✪	Brian Lara Codemasters
2	▼	Rugby World Cup Electronic Arts
3	▼	FIFA Soccer '95 Electronic Arts
4	✪	Jimmy White Virgin
5	✪	NBA Action '95 Sega

snes top 5

1	●	Int. Sup. Soccer Konami
2	✪	Unirally Nintendo
3	▼	Super Punchout Nintendo
4	✪	Secret of Mana Nintendo
5	●	Donkey Kong Nintendo

gg top 5

1	●	NBA Jam Te Acclaim
2	●	FIFA Soccer Electronic Arts
3	●	The Lion Kng Sega
4	●	Mortal Kombat II Acclaim
5	●	Pete Sampras Codemasters

Imports

1	●	Tekken Namco
2	●	Ridge Racer Namco
3	●	Daytona USA Sega
4	●	StarBlade Namco
5	●	Panzer Dragoon Sega

jag top 5

1	●	Iron Soldier Atari
2	●	Hoverstrike Atari
3	●	Theme Park Atari
4	●	Syndicate Atari
5	●	Alien Vs Pred Atari

pc top 5

1	✪	Full Throttle Virgin
2	✪	Amazon Queen Warner int.
3	✪	Psycho Pinball Codemasters
4	▼	First Encounters Gametek
5	▼	Discworld Psygnosis

gb top 5

1	●	Warioblast GB Nintendo
2	●	FIFA Soccer THQ
3	▲	Donkey Kong Nintendo
4	●	Tetris 2 Nintendo
5	▼	The Lion King Virgin

amiga top 5

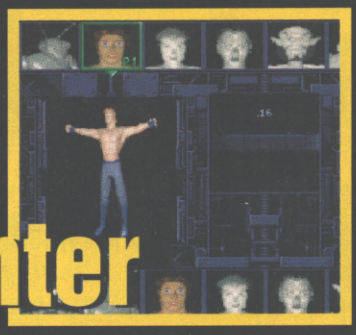
1	●	Super Skids Acid
2	✪	Man Utd: Double Krisalis
3	✪	US Manager Daze
4	▼	Sensible World Socc Virgin
5	✪	Pinball Illusions 21st Century

3do top 5

1	●	Gex BMG
2	●	Return Fire 3DO
3	●	VR Stalker BMG
4	●	Way of Warrior interplay
5	●	Need for Speed Electronic Arts

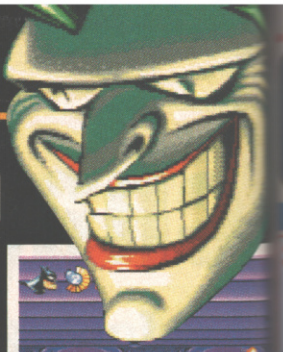
NEXT MONTH

FX Fighter



Is this the next Tekken? Find out in our outstandingly full review of this stunning PC beat-'em-up coming your way next issue.

Batman And Robin



It's finally here – but has it been too long in the making, and will it be as good as Konami's interpretation of the licence?

AIV Networks

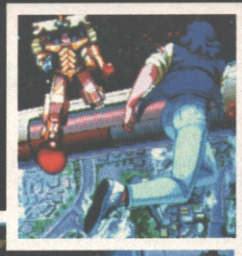
It's been the biggest game in Japan for ages – and it's about to roll into Europe. Bigger than Sim City 2000, deeper than Transport Tycoon, find out just how it is next month.

Legends Of The Ring

Erm, this was actually due this issue, but the Japanese (Gord Bless 'em) delayed it. So, fingers and toes crossed, we'll see it next ish.

Policenauts

We've finally got our hands on an English version of the follow-up to the excellent Snatcher. We'll be telling you if we think it's going to bigger, better and, indeed, badder.



Wipeout

This multi-player race game from Psygnosis promises to be one of the best PlayStation titles yet. Check it out on July 12.

COMPUTER AND VIDEO GAMES

CVG 165 – OUT JULY 12

IT'S REALLY RATHER GOOD

Hey, we were 60% right last month. Not bad, eh? But our precognitive powers are no better than last time so, as ever, contents are, unfortunately subject to change. If anyone would like to have a bang at predicting the future for us, they're more than welcome to try.

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

These have made us one of the largest suppliers of computer & video games in the country today!

MEGADRIVE

30th JUNE-EA DAY!!

ON THE 30TH JUNE ONLY THE FOLLOWING GAMES WILL ALL BE JUST **£22.99**

• FIFA SOCCER 95 • NBA LIVE 95 •
• NFL MADDEN 95 • NHL 95 •
• PGA TOUR GOLF 3 • RUGBY WORLD CUP '95 •

WE ONLY HAVE 1000 OF EACH GAME SO ORDER EARLY TO AVOID DISAPPOINTMENT! THIS OFFER WILL NOT BE REPEATED SO RESERVE YOUR COPIES NOW!!

ADDAMS FAMILY VALUES	£32.99
A.T.P. TENNIS	£39.99
BALLZ	**£17.99**
BATMAN RETURNS	£18.99
BLOODSHOT	£37.99
BRIAN LARA CRICKET	**£31.99**
CANNON FODDER	**£35.99**
DESERT DEMOLITION (ROADRUNNER)	£32.99
EARTHWORM JIM	£43.99
ECCO 2 - THE TIDES OF TIME	£34.99
ETERNAL CHAMPIONS	£19.99
FANTASTIC DIZZY & COSMIC SPACEHEAD	£19.99
FIFA SOCCER 95	**£22.99**
INDYCAR WITH NIGEL MANSEL	£19.99
ITCHY & SCRATCHY	£32.99
JELLY BOY	£32.99
JIMMY WHITE'S SNOOKER	£25.99
JURASSIC PARK - RAMPAGE EDITION	£35.99
KAWASAKI SUPERBIKES	£32.99
LAWNMOWER MAN	£19.99
LEMMINGS 2	£29.99
LION KING	£39.99
MARKO'S MAGIC FOOTBALL	£21.99
MEGA BOMBERMAN	£32.99
MEGA DRIVE MOUSE	£27.99
MEGA TURRICAN	£18.99
MICKEY'S ULTIMATE CHALLENGE	£38.99
MICRO MACHINES 2	£35.99
MIGHTY MAX	£16.99
MORTAL KOMBAT 2	£43.99
NBA JAM TOURNAMENT EDITION	£43.99
NBA LIVE 95	**£22.99**
NFL MADDEN 95	**£22.99**
NFL QUARTERBACK CLUB	£42.99
NHL 95	**£22.99**
PETE SAMPRAS TENNIS	£35.99
PGA EUROPEAN GOLF	£19.99
PGA TOUR GOLF 3	**£22.99**
PITFALL	£19.99
PIRATES OF THE DARK WATER	£28.99
POWERDRIVE	£31.99
PSYCHO PINBALL	£35.99
RED ZONE	£21.99
RISTAR	£35.99
ROAD RASH 3	£32.99
ROBOCOP VS TERMINATOR	£18.99
RUGBY WORLD CUP '95	**£22.99**
SAMURAI SHODOWN	£35.99
SECOND SAMURAI	£16.99
SHINING FORCE 2	£39.99
SOLEIL	**£38.99**
SONIC & KNUCKLES	£39.99
SPARKSTER (RKA2)	£19.99
SKELETON KREW	£CALL
SWITCHIN	£15.99
STARGATE	£38.99
STREET RACER	**£35.99**
STREETFIGHTER 2	£19.99
SUPER STREETFIGHTER 2	£46.99
SYNDICATE	£35.99
THOR	£46.99
THEME PARK	**£35.99**
TOUGHMAN BOXING	£40.99
TRUE LIES	£40.99
URBAN STRIKE	£35.99
WARLOCK	£39.99
WINTER OLYMPICS	£15.99
WOLVERINE	£40.99
WWF RAW	£45.99
X MEN	£36.99

32X

SPECIAL OFFER

32X EXPANSION MODULE **£134.99**

DOOM	£48.99
GOLF MAGAZINE 36 HOLES	£46.99
METAL HEAD	£45.99
MORTAL KOMBAT 2 LIMITED STOCK	£42.99
STAR WARS ARCADE	£48.99
SUPER AFTERBURNER	£37.99
SUPER MOTOCROSS	£37.99
SUPER SPACE HARRIER	£37.99
VIRTUA RACING DELUXE	£48.99

32X CDs

CORPSE KILLER	£39.99
NIGHT TRAP	£39.99
SLAM CITY	£39.99
SOUL STAR X	£CALL
SUPREME WARRIOR	£39.99

GAME GEAR

COOL SPOT	**£15.99**
CHAMPIONSHIP HOCKEY	£24.99
FATAL FURY SPECIAL EDITION	£25.99
FIFA SOCCER	£25.99
MADDEN NFL '95	£25.99
MEGA MAN	£23.99
MICRO MACHINES 2	£25.99
MORTAL KOMBAT 2	£29.99
NBA JAM TOURNAMENT EDITION	£29.99
NFL QUARTERBACK CLUB	£29.99
PETE SAMPRAS TENNIS	£25.99
POWERDRIVE	£24.99
RISE OF THE ROBOTS	£25.99
ROAD RASH	£12.99
SONIC TRIPLE TROUBLE	£24.99
SONIC DRIFT RACING	£25.99
SUPER COLUMNS	£CALL
STAR WARS	£12.99
TRUE LIES	£28.99
WWF RAW	£30.99

MEGA CD

BATMAN RETURNS	£19.99
BC RACERS	£35.99
BLACK HOLE ASSAULT	£19.99
CANNON FODDER	£35.99
CORPSE KILLER	£32.99
DRAGON'S LAIR	£39.99
EARTHWORM JIM	£CALL
ECCO 2 - THE TIDES OF TIME	£32.99
EYE OF THE BEHOLDER	**£32.99**
FATAL FURY SPECIAL EDITION	£35.99
FLASHBACK	£CALL
KEIO FLYING SQUAD	£35.99
KIDS ON SITE	£39.99
LETHAL ENFORCERS 2	£32.99
MINNIGHT RAIDERS	£CALL
PITFALL	£29.99
REBEL ASSAULT	£39.99
SAMURAI SHODOWN	£35.99
SKULLKEEP (DUNGEON MASTERS 2)	£25.99
SLAM CITY	£32.99
SNATCHER	£26.99
SOUL STAR	**£19.99**
STAR WARS CHESS	£19.99
SUPREME WARRIOR	£39.99
WORLD CUP GOLF	£35.99

SNES

ADDAMS FAMILY VALUES	£39.99
BIKER MICE FROM MARS	£40.99
CANNON FODDER	£40.99
DOUBLE DRAGON 5	£19.99
EARTHWORM JIM	£48.99
FLASHBACK	£19.99
INTERNATIONAL SUPERSTAR SOCCER	£39.99
JELLY BOY	£35.99
LORD OF THE RINGS	£36.99
NBA JAM TOURNAMENT EDITION	£53.99
PINBALL FANTASIES	£32.99
POWERDRIVE	£35.99
SIDE POCKET	£35.99
STREET RACER	£35.99
SUPER BOMBERMAN 2	£25.99
SUPER OFF ROAD RACING	£19.99
SUPER RETURN OF THE JEDI	£29.99
TRUE LIES	£47.99
THE FIREMEN	£35.99
WARLOCK	£47.99
WWF RAW	£55.99
X CALIBRE	£19.99

3DO

GOLDSTAR 3DO	**£339.99**
PANASONIC FZ-10 + STARBLADE	£380.99
PANASONIC FZ-1 + STARBLADE	£380.99
FIRE 6 BUTTON JOYPAD/JOYSTICK	£21.99
INFRA-RED CONTROL PADS (X2)	£33.99
CH FLIGHTSTICK PRO	£52.99
3DO SNES CONVERTOR	£19.50
ALONE IN THE DARK	£30.99
ANOTHER WORLD	£33.50
BALLZ	£29.99
CANNON FODDER	£25.99
DIGITAL DREAMWARE	£16.99
DRAGON	£25.99
ELEVENTH HOUR	£32.50
FLASHBACK	£29.99
FIFA SOCCER	£35.99
GEX	**£31.99**
HELL	£29.99
JAMMIT	£28.99
JOHN MADDEN FOOTBALL	£34.49
LOST EDEN	£25.99
NEED FOR SPEED	£35.99
PEBBLE BEACH GOLF	£32.49
QUARANTINE	£29.99
REBEL ASSAULT	£35.99
RETURN FIRE	£35.99
ROAD RASH	£35.99
SAMURAI SHODOWN	£32.99
SLAYER DUNGEONS & DRAGONS	£35.99
SUPER STREETFIGHTER 2	£51.99
SUPER WING COMMANDER	£33.49
SUPER WING COMMANDER 3	£34.99
THEME PARK	**£35.99**
VIRTUOSO	£34.99
VR STALKER	£32.99
WAY OF THE WARRIOR	£35.99
WORLD CUP GOLF	£22.99

AMIGA

ALL TERRAIN RACING	£17.99
ALIEN BREED 2	£17.99
BEAU JOLLY COMPILATION	**£23.99**
BENEATH A STEEL SKY	£22.49
BLUES BROTHERS	£5.99
CANNON FODDER 2	£19.99
CRICKET MASTERS	£18.99
DESERT STIKE	£10.49
DUNGEON MASTER 2 (A600)	£22.49
ELITE PLUS	£12.99
FANTASY MANAGER BADDIEL & SKINNER	£15.49
FIELDS OF GLORY	£22.99
FIFA INTERNATIONAL SOCCER	**£21.50**
FORMULA 1 - WORLD CHAMP EDITION	£19.99
GRAHAM GOOCH TEST MATCH SPECIAL	£18.99
HIGH SEAS TRADER	£22.49
IMPACT	£11.99
JUNGLE STIKE	£17.49
LEGENDS OF VALOUR	10.99
MAN UTD PREM CHAMPIONS 94/95 DATA	£8.99
MASTER AXE	£17.99
MORTAL KOMBAT 2	**£19.99**
ON THE BALL LEAGUE EDITION	£18.99
OVERLORD	£19.99
PGA EUROPEAN TOUR	£17.49
PGA TOUR GOLF PLUS	£11.99
PREMIER MANAGER 3	£16.99
ROAD RASH	£10.49
SECRET OF MONKEY ISLAND	£12.99
SENSIBLE WORLD OF SOCCER	£19.99
SKIDMARKS	£11.99
SUPER SKIDMARKS	£19.99
SPACE HULK	£11.99
THEME PARK	£23.99
WORLD OF GOLF	£17.99
ZEEWOLF	£19.99

CD 32

ALL TERRAIN RACING	£19.99
BADDIEL & SKINNER	£21.99
CANNON FODDER	£21.99
JAMES POND 3	£14.99
JUNGLE STRIKE	£19.49
LITTLE DIVIL	£18.99
MEGA RACE	£23.99
PGA EUROPEAN TOUR	£18.99
PINBALL ILLUSIONS	£20.99
ROADKILL	£19.99
SKELETON KREW	£21.99
SUBWAR 2050	£19.99
SUPER SKIDMARKS	£19.99
THE CLUE	£21.99
THEME PARK	£23.99
TOWER ASSAULT	£19.99
UFO	£19.99
ULTIMATE BODY BLOWS	£19.99

CD ROM

BUY ONE GET ONE FREE!

Buy a copy of Magic Carpet, Fifa Soccer, Theme Park, US Navy Fighters or System Shock & get another of your choice absolutely **FREE!!**

BIOFORGE	£33.99
DARK FORCES	**£33.99**
DAEDALUS ENCOUNTER	£30.49
DOOM 2	£31.50
DESCENT	£26.99
DUNGEON MASTER 2	£28.99
FIFA SOCCER	**£26.50**
FRONTIER - FIRST ENCOUNTERS	£24.99
FULL THROTTLE	£30.50
LITTLE BIG ADVENTURE	£33.99
LOST EDEN	£24.99
MAGIC CARPET	**£33.99**
MORTAL COMBAT 2	£22.49
NBA LIVE '95	£33.99
POPULOUS 2 + POWERMONGER	£9.99
SAM & MAX HIT THE ROAD	£27.99
SHADOWCASTER	£9.99
SUPER KARTS	£24.50
SUPER STREET FIGHTER 2	£24.99
SYNDICATE PLUS	£9.99
SYSTEM SHOCK	**£28.99**
THEME PARK	**£28.99**
TRANSPORT TYCOON	£28.99
US NAVY FIGHTERS	**£33.99**
VIRTUAL POOL	£27.99
WING COMMANDER 2	£9.99

100's MORE AVAILABLE - PLEASE RING

PC 3.5" DISK

AUTOROUTE EXPRESS V.3	£49.99
CANNON FODDER 2	£22.99
DOOM 2	£32.99
DUNGEON MASTER 2	£27.99
HARPOON 2 V.2.0	£24.99
LION KING	£19.99
LUCAS ARTS TRIPLE PACK - SAM N MAX, DAY OF THE TENTACLE, INDIANA JONES	£29.99
MAGIC CARPET	**£27.99**
MORTAL COMBAT 2	£22.49
PIZZA TYCOON	£28.99
PREMIER MANAGER 3	£21.99
PSYCHO PINBALL	£24.99
SKIDMARKS	£19.99
SLIPSTREAM 5000	£24.99
SUPER KARTS	£22.99
SUPER STREET FIGHTER 2	£24.99
THEME PARK	£27.99

JAGUAR

CD ROM DRIVE	**CALL FOR DETAILS**
ATARI JAGUAR + CYBERMORPH	£159.99
ATARI JAGUAR + CYBERMORPH + TEMPEST 2000	£179.99
ALIEN VS PREDATOR	£47.99
CANNON FODDER	£29.99
CHEQUERED FLAG	£45.99
CLUB DRIVE	£29.99
DOOM	£47.99
DRAGON	£45.99
HOVERSTRIKE	£45.99
KASUMI NINJA	£47.99
TEMPEST 2000	£39.99
THEME PARK	£43.99
SENSIBLE SOCCER	£45.99
SPARE PAD	£19.99
SYNDICATE	£40.99
WOLFENSTEIN	£27.99

LYNX

ATARI LYNX II & Batman Returns..... £9.99

Mains Adapter Highly Recommended..£10.99
Lynx to Lynx Cable..... £6.99

AWESOME GOLF	£23.99
A.P.B.	£14.50
BASEBALL HEROS	£23.99
CALIFORNIA GAMES	£14.99
CHECKERED FLAG	£10.99
CHIP'S CHALLENGE	£8.99
DESERT STRIKE	£23.99
DIRTY LARRY	£14.50
DOUBLE DRAGON	£19.99
GATES OF ZENDECON	£14.50
HOCKEY	£8.99
JIMMY CONNORS TENNIS	£23.99
LEMMINGS	£23.99
MS PACMAN	£14.50
NFL FOOTBALL	£14.50
PAPERBOY	£14.50
PINBALL JAM	£9.99
QIX	£8.99
SUPER OFF ROAD	£23.99
TETRIS	£23.99
WARBIRDS	£14.50
WORLD CLASS SOCCER	£9.99

MANY MORE AVAILABLE - PLEASE CALL!!

FREE MEMBERSHIP

All Prices include VAT.

- FREE MEMBERSHIP! SIMPLY SEND US YOUR DETAILS OR CALL 01924 473157 AND YOU WILL BECOME A LIFETIME MEMBER ENTITLED TO HEAVY DISCOUNTS, FREE CATALOGUES AND FREE ADVICE.
- EXTRA FAST DELIVERY, 2-3 WORKING DAYS ON STOCK ITEMS. (PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE.
- ALL ITEMS ORDERED FROM US ARE FULLY INSURED AGAINST LOSS OR DAMAGE
- ALL GOODS ARE FULLY GUARANTEED. IF ANY ITEM DOESN'T WORK AS IT SHOULD, WE'LL REPLACE IT IMMEDIATELY AT NO COST TO YOU.
- 1000'S OF TITLES AVAILABLE, IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL MACHINES.
- ORDER BY PHONE, FAX OR THROUGH OUR EXCLUSIVE FREE POST SERVICE.

100's of accessories available - E.g. JOYSTICKS, SPEAKERS, SOUND CARDS. Also HARDWARE - PLEASE RING

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 473157 (24 HOURS A DAY)

- LINES OPEN 9AM-8PM MON-FRI, 9AM-7PM SAT, 10.30AM-4PM SUN. ANSWERPHONE ALL OTHER TIMES.
- ORDER BY CREDIT CARD, CHEQUE POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION.
- NEXT DAY DELIVERY £3.50 FOR ORDERS UP TO £50, £5 FOR ORDERS OVER £50, PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.

GAMEplay

Cut Out This order form and post to :

GAMEPLAY, FREEPOST LS5924, BATLEY, W. YORKSHIRE WF17 7BR.

NAME: .....

ADDRESS: .....

.....

POSTCODE: ..... SIGNATURE: .....

TEL: ..... FAX: .....

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ Access VISA DELTA

CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐

ITEM	MACHINE	PRICE
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

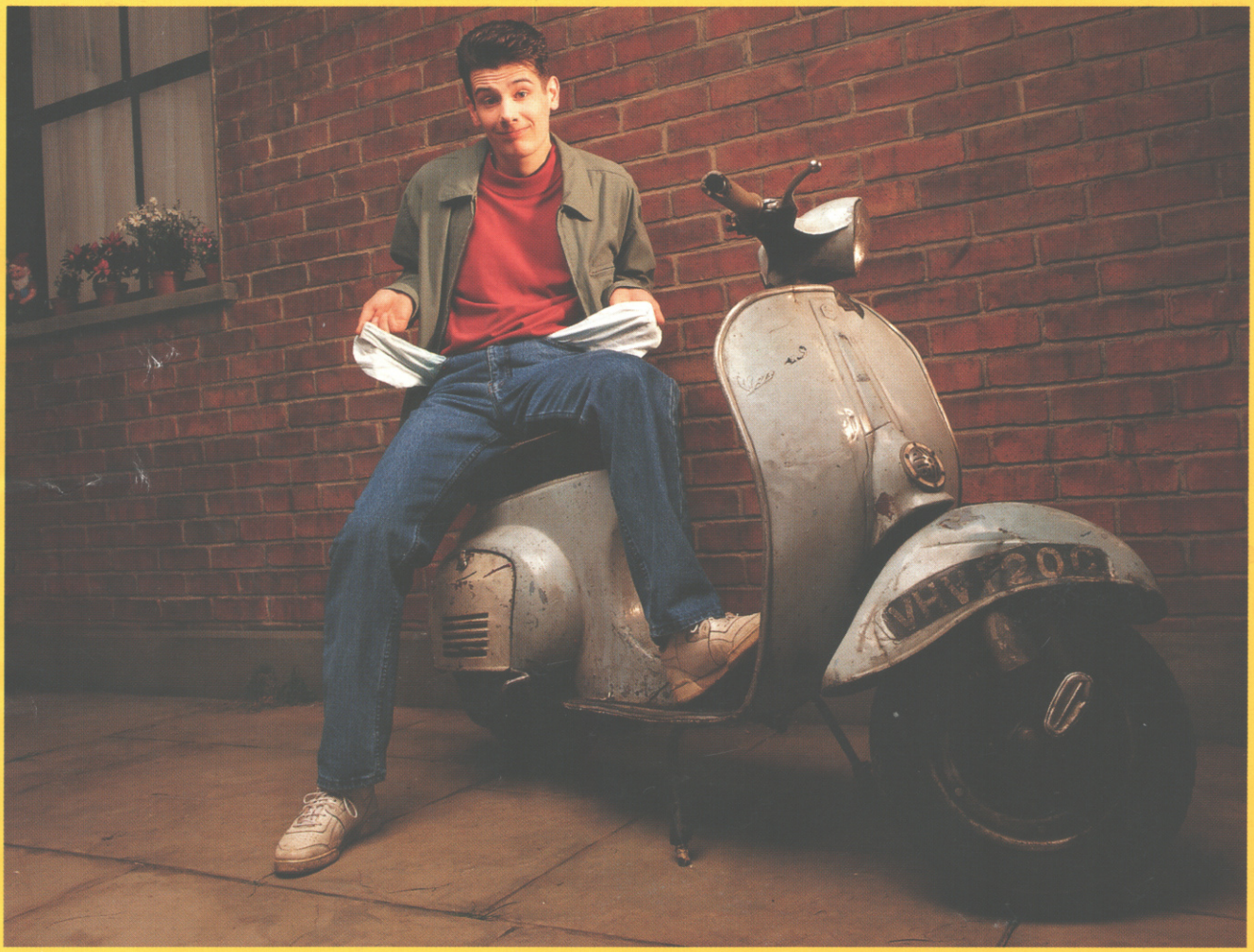
Postage is **FREE** on all accessories and orders of more than one item. Please ADD £1 for orders of just one software item.

Cheques payable to 'Gameplay'.

Prices correct at time of going to press. E & OE.

CVG 7

16-20 year olds. Got room in your pockets for free cinema vouchers?



Empty pockets? What a waste of space. Open an Interest Cheque Account at TSB, and you can fill yours up with ten £2 cinema vouchers.

What about jacket pockets? They're tailor made for a handy TSB cash card which gives you 24 hour access to your money through Midland, Nat West, Clydesdale and Link machines.

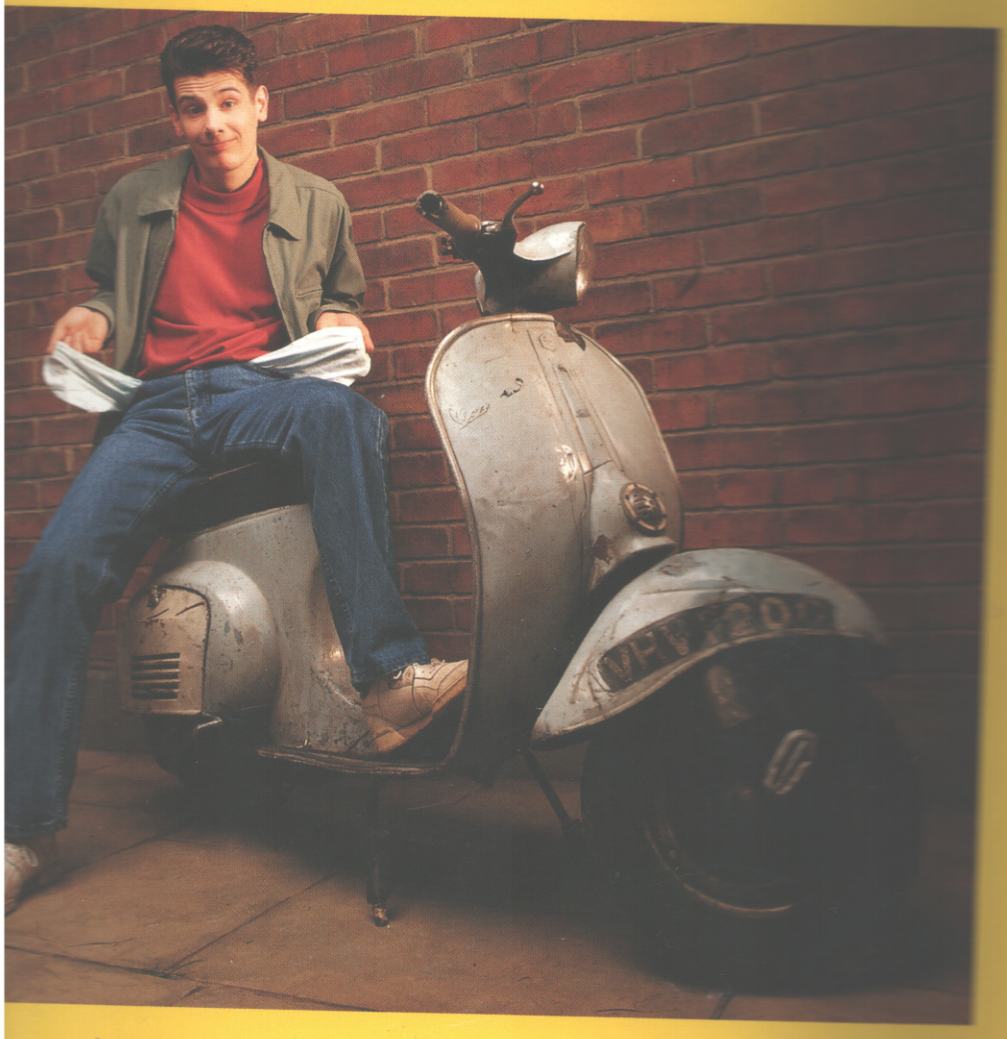
To keep control of your money, most TSB machines will give you a full and instant statement. Even if you're not loaded, at least your pockets will be.

Interest Cheque Account.

TSB We want you to say YES

Offer available to 16-20 year olds opening their first Interest Cheque Account, subject to status. Offer subject to availability at participating cinemas. Offer closes 30th April 1996. Full details of entry to free prize draws are contained in the newsletter sent to customers on opening an account. TSB Bank plc, Victoria House, Victoria Square, Birmingham B1 1BZ. TSB Bank Scotland plc, Henry Duncan House, 120 George Street, Edinburgh EH2 4LH.

-20 year olds. Got room in pockets for free ema vouchers?



waste of space. Open an B, and you can fill yours ? They're tailor made for gives you 24 hour access to your money through Midland, Nat West, Clydesdale and Link machines.

To keep control of your money, most TSB machines will give you a full and instant statement. Even if you're not loaded, at least your pockets will be.

Account.

TSB We want you to say YES

eque Account, subject to status. Offer subject to availability at participating cinemas. Offer closes 30th April 1996. Full details of entry to free prize draw are contained in nt. TSB Bank plc, Victoria House, Victoria Square, Birmingham B1 1BZ. TSB Bank Scotland plc, Henry Duncan House, 120 George Street, Edinburgh EH2 4LH.

THE 16-BIT THRILLER KILLERS

JULY 1995 KILLER INSTINCT • JUMPING FLASH!

E

COMPUTE AN VIDE GAME

JULY 1995
ISSUE NO 164

07>

9 770261 369062

DM 12.50 S$ 13.50 $5.95 7000 L

ONL £2.2

STREETFIGH – THE MOVI

First coin-op revie

INVASION

All the games from the biggest software show!

GIGANTIC 18 page tips section inside

JUDGE DREDD – Nice flick, but what about the game? P78

RISE viol

100% INDEPENDENT